

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.

13 Nov 2019 20:45

Fine Games' Gift Giving Suggestion List

Page 1 of 30

Contact us: MDean@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 catalog was published. **Part # Title (Publisher) Price Box Part # Title (Publisher) Price Box**

EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts

137863 [1812, War of.... 4th \(Columbia\)](#) [\\$45.00](#) [BC](#)

Simpler, block-style game of a little known war, focused on the fight for control of the Great Lakes area between US & Canada. Fast playing w/ excellent fog-of-war element. Great beginners game, too. '85

133743 [1914, Glory's End & When Eagles Fight 2d \(GMT\)](#) [\\$42.00](#) [BC](#)

Update of 2 WWI games by Ted Raicer previously published in Command Mag. Glory's End covers World War I on the Western Front (Germany, France & the Low Countries) in Aug-Nov.1914 at corp level. Scale is similar to AH's 1914, but game is simpler & faster playing. Includes scenario for the Battle of the Marne, plus one for the first month of the war. 3days/turn, 9mi/hex, 352 counters. T.Raicer'14 / When Eagles Fight is the matching game of World War I on the Eastern Front (East Prussia, Poland, Galicia, Romania, Russia) at corp level, Aug. 1914-Spring 1917. T.Raicer'14 Both games were nominated for (& When Eagles Fight won) the Charles Roberts Award for best Pre-WWII game when first published.

128442 [1914, Offensive a Outrance \(GMT\)](#) [\\$80.00](#) [DC](#)

Sequel to 1914, Twilight in the East, this game covers the initial months of World War I on the western front, from Switzerland to the English Channel. Uses a streamlined version of the 1914 Twilight in the East game system. 2 short scenarios include the Battle of Lorraine (intro) and Marne to Stalemate, and the campaign lasts from Aug-Nov 1914. Designed with the intent of making it playable by 2 teams in a 5 day session(!). 7.5 countersheets, 3 maps, 8km/hex, 2-4days/turn, Brig/Div level. M.Resch'13

127423 [Ace of Aces: Rotary Deluxe 3rd \(Fly Buffalo\)](#) [\\$59.00](#) [BC](#)

Reprint in a set of hardbound books of this first set in the popular Ace of Aces game series. Several refinements in the booklets plus 15 cards showing characteristics of planes from the later half of WWI. Books uses illustrations Sopwith Camals v Fokker Dr1 triplanes on every page. Unique picture-style book game of plane-plane combat 1916-7. Simple enough for spouses & non-gamers, fun enough for many replays, and can be played literally anywhere. RECOMMENDED overall, and for both easy, portable play and for beginners. A.Leonardi'14

136364 [Amateurs to Arms!, the War of 1812 \(Clash Arms\)](#) [\\$74.00](#) [BC](#)

Operational/strategic game of the War of 1812 between US & British/Canadian forces on all fronts of the war in North America including the South. Played on a large scale map & includes 150 illustrated cards impacting place, 352 counters. Simpler & fast playing. '12

133925 [ASL: Journal #12 \(MMP Journal\)](#) [\\$22.00](#) [n](#)

40pg magazine including 12 new ASL scenarios (on cardstock), corrected scenario 181 from Yanks, and many strategy & analyses articles. A must for ASL fanatics. '17

136681 [Atlantic Wall 2nd \(Decision Gms\)](#) [:180.00](#) [GB](#)

Substantive update & expansion of this detailed grand tactical game of the D-Day invasion & the two months of fighting for Normandy. Covers the whole period from the actual invasions to the Allied breakout in August (234 turns!). Now includes 7 (+2) maps, 4480 counters (+2480) from Normandy (D-Day to Falaise), June-Aug 1944. The beach invasions can be played solitaire. Includes many specialized unit types as well as the tough bocage in the area. 3 intro 1-map scenarios, 3 multi-map scenarios, plus campaign. The amphibious assault is played on a special map & can be played as a solitaire game of its own. Airborne assault also receives special treatment. Third game in DG's Grand Operational Sim series (following redesigns of Highway to the Reich & Hurtgen Forest). Original design by J.Balkoski'78; '14

136184 [B-17 Flying Fortress Leader \(Verssen, Dan\)](#) [\\$63.00](#) [DC](#)

Solitaire game of daylight strategic bombing raids over Europe by the US 8th Air Force during World War II, 1942-45. Player must plan how best to damage the German war machine while also managing a flight of B-17s executing each planned mission, along with their fighter escorts. Includes 11 historical campaigns, a mini-campaign focused on one bomber surviving a 25-mission tour, a solo bombing mission focused on one bomber in one mission, and Down in Flames solitaire rules so that that game system of air-air combat can be used to resolve air-air combat (if desired; ownership of DIF required). Includes 336 cards, 6 countersheets, 1 mounted board. Fast playing, 30min/mission. Dean Brown'17

130121 [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 game system, and mates with the many other games in the series. Includes a focus on the 8mo siege of Sevastopol. 9 scenarios, 1 map, 2 countersheets. Rgt/div level, 2days/turn, 5mi/hex (1.6mi/hex for Sevastopol map). Both sides must make due with limited assets & a tough job, including massive siege guns & amphibious assaults. V.Von Borries'10

113196 [C3i Magazine #28 \(GMT C3i Mag\)](#) [\\$89.00](#) [n](#)

Mag & game & inserts & 200 counters. Includes variant/ERRATA counters for: 1914 Offense a Outrance Liege (60), Dark Valley (18), Enemy Coast (2), No Retreat Africa (2), Hoplite (10), Combat Commander (8), For the People (4), Unconditional Surrender (5), Serpents (2), Iron & Oak (13). CASE BLUE is a complete game using the Unconditional Surrender! system to depict the 1942 battles for & around Stalingrad. Includes a small map, 80 counters. S.Vasta'15 / ARTICLES ON: Interviews with Ted Raicer & Michael Resch; Liege variant for 1914; Enemy Coast Ahead variant; Newtown-Oriskany as an Example of Asymmetric Warfare; Campaign Combat Commander; Clio's Corner; Interviews with Ananda Gupta, Jason Matthews; Preview of Churchill game; The Am Civil War at Sea; Preview of Changes to Empire of the Sun 2nd; Interview with S. Craig Taylor; Designer's notes for 1914 Glory's End/When Eagles 2nd; Deck Seeding in Card Driven Games; Mantinea 418BC Hoplite scenario.

137234 [Celles, the Ardennes, 23-27 Dec 1944 2nd \(Revolution\)](#) [\\$25.00](#) [zl](#)

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

136551 [Close Action: Rebel Seas Scenario Book \(Clash Arms\)](#) [\\$20.00](#) [Bk](#)

<u>Part #</u>	<u>Title (Publisher)</u>	<u>Price</u>	<u>Box</u>	<u>Part #</u>	<u>Title (Publisher)</u>	<u>Price</u>	<u>Box</u>
---------------	--------------------------	--------------	------------	---------------	--------------------------	--------------	------------

EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts

Book of 20 additional scenarios of naval combat during the American Revolution, intended for Close Action but usable w/ any other game system. '02

133779 [Colonial, Europe's Empires Overseas](#) [\\$42.00](#) [BC](#)
[\(Strategem Gm\)](#)

Highly popular, European-produced game of Europe's period of colonizing & pondering the world from the Renaissance to the Industrial Revolution. Each player represents a major European power seeking to establish colonies, gain scientific knowledge, and trade in exotic goods. Uses a card-based, character driven system that requires careful management of resources, diplomacy & a keen eye for opportunity. English language rules. For 2-6 players, but still reasonably fast playing (~2hrs/game). C.Pont'13

136158 [Combat Commander: Mediterranean Kit 2nd](#) [\\$65.00](#) [DC](#)
[\(GMT\)](#)

Reprint of this large kit for the Combat Commander system & covering tactical combat in the Med Fronts with coverage of British, French, Italian, Slovak, Romanian, Bulgarian & Finnish (!) troops. Includes 6 double-sided maps, 2.5 countersheets, 225 cards. '13

127709 [Combat Commander: Stalingrad Kit 2nd](#) [\\$35.00](#) [Fo](#)
[\(GMT\)](#)

Reprint of this kit for the Combat Commander system & covering tactical combat in late 1942 in & around Stalingrad. W/ 11 scenarios including a campaign game, plus 4 double sided maps, new rules & 88 counters. '14

136160 [Combat Commander: Tournament Battle Pack](#) [\\$14.00](#) [Fo](#)
[\(GMT\)](#)

Kit for the Combat Commander series providing 12 scenarios well suited to tournament play (most previously published), plus 2 new maps & tournament guidelines. B.Collars'15

121777 [Command at Sea: American Fleets \(Clash](#) [\\$23.00](#) [Bk](#)
[Arms\)](#)

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

121780 [Command at Sea: Emperor's Fleet \(Clash](#) [\\$21.00](#) [Bk](#)
[Arms\)](#)

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

130423 [Command at Sea: Steel Typhoon Kit \(Clash](#) [\\$32.00](#) [Bk](#)
[Arms\)](#)

Booklet containing rules & OoB for the 2nd half of the War in the Pacific, with 36 scenarios covering the biggest naval battles in the Pacific during WW2, including Rabaul, Truk, the Marianas, Leyte Gulf & Okinawa. Includes both historical & what-if scenarios. Includes 3 counters sheets of ships & aircraft. Uses the 4th ed Command at Sea system. E.Kettler'12

136905 [Commands & Colors, Ancients 6th \(GMT\)](#) [\\$45.00](#) [GB](#)

2019 reprint of base game with mounted boards, its 5 addtl scenarios, slightly changed dice stickers, some clarifications (but no rules changes) & a couple of mistaken rules changes (fixed online). Block-system game covering 15 battles between the Romans & Carthaginians at a tactical or grand tactical scale. Command card system drives movement & offers fog of war. Includes 345 wood blocks, 60 cards. Includes battles of Akragas 406BC, Crimssos River 341BC, Bagraidas, Ticinus River 218BC, Lake Trasimenus 217BC, Cannae 216BC, Dertosa 215BC, Castulo 211BC, Baecula 208BC, Iliapa 206BC, Zama 202BC, Trebbia, Dertosa, & others. R.Borg'19

133976 [Cosmic Encounter 6th \[42nd Anniversary\]](#) [\\$49.00](#) [LB](#)
[\(Fantsy Flight\)](#)

6th (42nd anniversary) edition of this wild & unpredictable game of abstract space empire building for 3-5 players. Every player has special abilities, but edict cards confound the ability to use them. This version provides 50+ alien races, plus color coded rules level to increase complexity, plus new tech cards & plastic ships. Goal is to be the first player to colonize 5 planets; diplomacy can help or hinder you. HIGHLY RECOMMENDED. K.Wilson'18

137207 [Counter Trays, DVG Style Trays 5-pak](#) [\\$16.00](#) [FB](#)
[\(Verssen, Dan\)](#)

5-pak. ■ FIVE PACK of Dan Verssen Game's 2pc DEEP DISH style counter trays, with 20 pockets each 7/8" deep generally doubling the number of counters that can be stored (and preventing puckering if you store dice). A significant step forward in our opinion. Fits standard (but not AH) sized bookcase boxed games. '14

133484 [Counter Trays, DVG Style Trays 10-pak](#) [\\$39.99](#) [FB](#)
[\(Verssen, Dan\)](#)

10-pak. ■ TEN PACK of Dan Verssen Game's 2pc DEEP DISH style counter trays, with 20 pockets each 7/8" deep generally doubling the number of counters that can be stored (and preventing puckering if you store dice). A significant step forward in our opinion. Fits standard (but not AH) sized bookcase boxed games. '14

138235 [Counter Trays, UGG Style Bookcase 5-Pak](#) [\\$15.00](#) [FB](#)
[\(Grebe GmDsgn\)](#)

FIVE-Pak of Udo Grebe's new 2pc, 20 compartment counter tray w/ clear snap on lid. aka as GMT as they're sold thru them in the US. '04

138363 [Counter Trays, UGG Style Bookcase 10-Pak](#) [\\$35.00](#) [FB](#)
[\(Grebe GmDsgn\)](#)

10-pak. ■ TEN-Pak of Udo Grebe's new 2pc, 20 compartment counter tray w/ clear snap on lid. aka as GMT as they're sold thru them in the US. '04

138082 [Cruise of the Graf Spee #66 \(Dec Gms W@W\)](#) [\\$29.50](#) [u](#)

Mag & game. Solitaire game of the adventure of the German pocket battleship Graf Spee in the fall of 1939 in the southern Atlantic & Indian Ocean. Player controls the ship, must outfit it and maintain it, and achieve a specific, randomly-generated objective. During movement, the ship may encounter Allied merchantment, warships as well as unexpected events & opportunities. Several scenarios that can be linked into a campaign game. Can be played cooperatively as a 2 player game with 2nd player in command of the Graf Spee's sister ship, the Deutschland. 1 day/turn, point-point movement ~100 nautical miles per space, generally 1 warship/counter, 176 counters. Eric Harvey'19 / ARTICLES ON: Battle of the River Plate, 1939; Lvov 1939, Destruction of the Polish Karpethian Army; Elsenborn Ridge, V Corps Holds the Line during the Battle of the Bulge; ANZAC forces during the War in the Pacific; Female Snipers in the Soviet Army during WWII; Raiders, the Kriegsmarine Strategy; Bristol Blenheim, Strike Bomber.

138043 [Custer's Final Campaign \(Decision Gms\)](#) [\\$11.50](#) [Fo](#)

Small game in the Mini game series. Covers the 7th Cavalry at Little Big Horn, and the destruction of Custer's regt. Map covers an area from Helena MT to the Dakotas using a pt-pt system. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards. J.Miranda'12

138791 [D-Day at Iwo Jima \(Decision Gms\)](#) [\\$67.00](#) [BC](#)

Solitaire game of the initial invasion at Iwo Jima. Fourth in the D-Day At game series. Player commands the US Marine 5th Amphibious Corp consisting of 3 divisions as it seeks to wrest one of the Japanese home islands from the Japanese defenders during a brutal 5-week campaign. The Japanese changed their tactics by defending the island in depth, prepared to fight to the last man. Includes 5 scenarios & campaign game. 528 counters, 55 event cards. Joe Youst, John Butterfield. '18

134601 [D-Day at Peleliu 2nd \(Decision Gms\)](#) [\\$59.00](#) [BC](#)

<u>Part #</u> <u>Title (Publisher)</u>	<u>Price</u> <u>Box</u>	<u>Part #</u> <u>Title (Publisher)</u>	<u>Price</u> <u>Box</u>
--	-------------------------	--	-------------------------

EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts

2018 2nd edition. Solitaire game of the US amphibious assault on Peleliu Island to secure a strategic airbase. Player commands a US marine division against 10,000 entrenched Japanese. Uses the same system as the popular & earlier D-Day at Omaha Beach & D-Day at Tarawa, with many enhancements. Can be played cooperatively by 2+ players. 352 counters, 55 cards, 3 scenarios. J.Butterfield'18

136380 [D-Day at Tarawa 2nd \(Decision Gms\)](#) [\\$59.00](#) [BC](#)

2017 2nd edition. Solitaire game of the US 2nd Marine's amphibious assault on Tarawa, Nov. 1943, to secure a strategic airbase. Uses the same system as the popular D-Day at Omaha Beach. This game adds rules covering LVT landing craft, movement thru coral reefs, night infiltration, Japanese tanks & US combat engineers. 4 scenarios including the initial landing, establishing a beachhead, an attempt at a 2nd day caputre, and last 2 days of the invasion. Includes 352 counters, 55 cards. J.Butterfield'17

138092 [D-Day at Tarawa \[PC\] \(Decision Gms\)](#) [\\$22.00](#) [JC](#)

PC (Windows 2000+, 3GB RAM) port of this solitaire game of the US 2nd Marine's amphibious assault on Tarawa, Nov. 1943, to secure a strategic airbase. Uses the same system as the popular D-Day at Omaha Beach. This game adds rules covering LVT landing craft, movement thru coral reefs, night infiltration, Japanese tanks & US combat engineers. 4 scenarios including the initial landing, establishing a beachhead, an attempt at a 2nd day caputre, and last 2 days of the invasion. '17

119902 [Dai Senso! \(Decision Gms\)](#) [\\$90.00](#) [LB](#)

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

137851 [Dien Bien Phu, the Final Gamble 2nd \(Legion Wargm\)](#) [\\$45.00](#) [HC](#)

2019 reprint. Game of the decisive, 1954 campaign that destroyed the elite, mobile forces of the French colonial army in Vietnam in an isolated jungle valley in what is now Laos. The French intended the battle to be on their terms, to bring the Viet Minh to battle where their superior arms (French air superiority, all provided by the US) would win the day. They didn't count on artillery being hauled into the area. And the Viet Minh were committing half of their total forces to what would surely be a costly battle. A fast & furious game, with lots of casualties. 150m/hex, 3days/turn, 352 counters, 4 scenarios. K.Kanger'19

138010 [East Front II \[3rd\] \(Columbia\)](#) [\\$92.99](#) [BC](#)

Redesign of earlier East Front game, now incorporating VolgaFront kit & adding northern Finland, the Caucases, the Middle East & the Balkans to two enlarged maps (34x45" total). Blocks & labels are revised. Simple, fast playing, yet challenging game of the war in the east, '41-45, using Columbia's block system. Highly polished system is difficult only in that so many options are possible while resources in the form of supply constrains options. '06

122488 [Empires of the Middle Ages 2nd \(Decision Gms\)](#) [149.00](#) [LB](#)

Very sadly, this game is now out of print. Overhaul & graphic update of this most unique game of military & cultural conflict, and diplomacy during the Middle Ages, 771-1465, in multiple senarios for 1-6 players. One of J.Dunnigan's most gifted designs now given new life with the beauty of modern graphics. 2nd edition adds army & fleet counters, 114 new cards, & civilization symbols (ideas adapted from Civ the PC game). J.Dunnigan, J.Miranda'04

138676 [Enemy Action, Ardennes \(Compass Gms\)](#) [112.00](#) [DC](#)

Rgt/div level game of the Battle of the Bulge using a card-driven, diceless game system. Includes a 2-player version but also allows solitaire play as either German or Allied players. Card-driven impulse system & Combat resolved purely thru a chit pull. 1day/turn, 2.5mi/hex, rgt/div level. 3 countersheets, 3 maps. J.Butterfield'15

111732 [Fail Safe, Strategic Air Command #283 \(Dec Gms S&T\)](#) [\\$64.00](#) [n](#)

Mag & game. Game of a 1940s-60s era strategic nuclear air war prior to the advent of ballistic missiles. "Object of the game is to drop sufficient nuclear weapons...to prevent them from dominating the world." Uses a large scale, polar-centric map of the world & a fast playing game system. 228 counters. J.Miranda'13 / ARTICLES ON: Strategic Nuclear Warfare in the Cold War; Rise of Saladin in 12th Century; Battle of Bushy Run, Aug 1763; Tulagi; Birth of the Roman navy; Rise of Japan's Navy; Subs in the Gallipoli Campaign; Adm. Morrison & the beginning of the 2nd Vietnamese War. '13

138671 [Fantasy Trip, Melee 6th \(S. Jackson\)](#) [\\$12.50](#) [SC](#)

One of the two foundation games for the Fantasy Trip role playing game system. This one focuses on conventional combat (while its companion, Wizard, focuses on magic). Please create their character, arm them, then engage in combat with other humans as well as creatures & wizards. 86 counters. Packaged in a small box.

136230 [Fantasy Trip, Melee 6th & Wizard 4th \(S. Jackson\)](#) [\\$19.00](#) [SC](#)

Set of two games, Melee 6th & Wizard 4th, which compose the base of the Fantasy Trip role playing game, now modernized to the 21st century aftering being out of print for 30 years. Combat using personal arms or your choice of wizardry. Success means gaining skills & abilities, losing means dying. Packaged in a single small plastic case. Steve Jackson'19

136896 [Fantasy Trip, Wizard 4th \(S. Jackson\)](#) [\\$11.50](#) [SC](#)

One of the two foundation games for the Fantasy Trip role playing game system. This one focuses on magical combat (while its companion, Melee, focuses on conventional combat). Please create their wizard, choose their spells & engage in combat. Success brings more ability, failure means death. 62 counters. Packaged in a small case. Steve Jackson'19

136477 [Fantasy Trip: DeathTest & DeathTest2 2nd \(S. Jackson\)](#) [\\$15.00](#) [BC](#)

Set of two kits previously published separately, and requires the Melee & Wizard base game. This is an adventure module in which players are offered big rewards by Thorsz - IF you can make it thru his labyrinth full of traps, monsters & other just like you. Steve Jackson'19

138142 [Field Commander Rommel, Deluxe \[2nd\] \(Verssen, Dan\)](#) [\\$42.00](#) [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. D.Verssen'11

138610 [Fire in the Lake 2nd \(GMT\)](#) [\\$58.99](#) [DC](#)

2018 reprint. Game of the insurgency & counterinsurgency campaigns in America's Vietnamese War using the COIN (Counter Insurgency) game system. 1-4 player game of this pivotal war, with emphasis on the elements behind the war for the hearts & minds of the southern Vietnamese, and the factionalism not often recognized in the US. Fourth game in the COIN games series. Includes 1 countersheet, 248 wooden blocks, mounted map, 130 cards. HIGHLY RECOMMENDED for those interested in this war. M.Herman, V.Ruhnke'18

138448 [Hex Map Sheets, 16mm LONG Grain 7pak \(GMT\)](#) [\\$20.00](#) [n](#)

SEVEN 22x34" non-coated, folded paper maps with 16mm hexes with grain running along long dimension, and each hex is numbered. '99

138197 [Hex Map Sheets, 16mm SHORT Grain 7pak \(GMT\)](#) [\\$16.00](#) [n](#)

SEVEN 22x34" non-coated, folded paper with 16mm hexes with grain running along short dimension, and each hex is numbered. '99

<u>Part #</u> <u>Title (Publisher)</u>	<u>Price</u> <u>Box</u>	<u>Part #</u> <u>Title (Publisher)</u>	<u>Price</u> <u>Box</u>
--	-------------------------	--	-------------------------

EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts

129116 [Hex Map Sheets, 19mm SHORT Grain 7pak \(GMT\)](#) [\\$16.00](#) [n](#)

7-pack. ■ SEVEN (7) pack of 22x34" folded paper with 19mm hexes with grain running along short dimension, and each hex is numbered. '99

124033 [Highway to the Reich 3rd \(Decision Gms\)](#) [127.50](#) [LB](#)

3rd edition. ■ Decision Games' colorized, updated & substantial revised 3rd Ed. of this classic & HIGHLY RECOMMENDED, tense, company-level game of Operation Market-Garden, Sept.1944. Very suitable for team play. Game system focuses on morale & firepower as key variables. This edition uses movement impulses by formation, redrawn & colorized maps w/ adjusted scale, procedures adj to speed play. 2520 counters, 4 maps. 600m/hex, 3hr/turn, 7 scenarios plus campaign. '08

138450 [Holland '44: MOUNTED MAP \(GMT\)](#) [\\$20.00](#) [ZL](#)

Mounted map set for Holland '44. '19

137968 [Hornet Leader, Carrier Air Operations 3d \(Verssen, Dan\)](#) [\\$69.00](#) [DC](#)

2018 reprint. ■ 2018 reprint. Massive solitaire game of air-air combat involving ALL of the current & prospective aircraft operated by the US navy & marines since the Vietnam War. Includes 330 cards, 8 campaigns, 352 counters. Campaigns include Libya 1984, NATlatic c.1986, Iraq 1991, IDF 2001, Syria 2004, Taiwan 2008, NKorea 2011, Iran 2014. D.Verssen'18

124412 [I.A.F. Israeli Air Force Leader \(Verssen, Dan\)](#) [\\$64.00](#) [DC](#)

Solitaire game in which the player commands the pilots and squadrons of the Israeli air force during the length of the nation's existence, 1948 to present, using propeller-driven aircraft to the latest F-35 Stealth fighter. Presents 9 campaigns spanning Israel's existence. Basically a solitaire game, but can be played cooperatively. 336 cards, 8 countersheets. '17

130825 [Invasion 1066, the Battle of Hastings 2d \(Revolution\)](#) [\\$22.00](#) [zl](#)

Game of one of the pivotal battles of history, Hasting in England, 1066, as Harold attempts to repel the invaders led by William the Conqueror. 50m/hex, 100-250men/unit. 140 counters. Updated from earlier Saxon Games version. N.Smith'14

130011 [Iwo, Bloodbath in the Bonins \(Decision Gms\)](#) [\\$32.00](#) [Fo](#)

Solitaire folio game of the bitter battle for Iwo Jima, Feb-Mar 1945. The Japanese had prepared well for an expected invasion with a reinforced garrison & miles of tunnels thruout the island. And they focused their efforts on inflicting casualties on US forces rather than wasting effort on large counter-attacks. Includes 2 player rules. 100 counters, 300m/hex, btn level. '13

138095 [Julius Caesar \(Columbia\)](#) [\\$63.00](#) [BC](#)

Strategic level, block-style game of the Roman Civil War, 49-45BC, as an uppity Caesar & his successor, Marc Antony (w/ Cleopatra) take on Pompey, Brutus, et al. Includes 63 blocks, 27 special event cards. J.Thompson, G.Dalgliesh'10

132864 [La Bataille de La Moscowa 4th \[Ziplock\] \(Clash Arms\)](#) [149.00](#) [zl](#)

Packaged in a ziplock. Last copy. ■ Packaged in a ziplock without dice or box. 3rd reprint of this btn/rgt level battle of Borodino, Sept 1812, on 4 maps with c.1000 units using the classic La Bataille game system. This version uses the CofA colorful ensignias on counters rather than NATO symbols, revises the OoB, maps & rules, & expands the area covered by the maps. 100m/hex, 100men/strength pt. A labor of love. '11

131265 [La Bataille de Ligny 3rd \(Clash Arms\)](#) [115.00](#) [FB](#)

2016 update of this 1st of 3 La B games on the Battle of Waterloo. Covers Napoleon's assault on the Prussians, 16 Jun 1815. Mates w/ Quatre Bras, Wavre & Mt St. Jean kit. Large game w/ 5th edition series rules, 4 period-style maps, 1000+ counters. Well-suited to both team & solitaire play. All components except the OoB have been reworked & updated for this edition. E.Wimble'17

137608 [Labyrinth, War on Terror 4th \(GMT\)](#) [\\$49.00](#) [DC](#)

2019 reprint ■ 2019 reprint. 1-2 player game of the Islamist jihad and what's called the war on terror. Uses a system similar to Twilight Struggle to model the wider ideological struggle around the world thru guerrilla war, regime change, and the range of political, military & economic issues. V.Ruhnke '19

136339 [Labyrinth: the Awakening, 2010 - ? Kit \(GMT\)](#) [\\$24.50](#) [zl](#)

Kit for Labyrinth base game. Adds a 1-2 player setting based on the Arab Spring of 2010 in which 6 governments collapse and 3 civil wars began, with the US scratching its head about how to react. Includes 120 new cards, 19 wooden pieces, 46 markers, 3 new country mats, 7 scenarios, new rules. V.Ruhnke'16

134910 [Last Battle, Ie Shima 1945 \(Revolution\)](#) [\\$22.99](#) [zl](#)

Game of Operation Indispensable, the American invasion of the Japanese home island of Ie Shima in April 1945. Rgt/brig level, Area move, 88 counters. M.Rinella'15

137566 [Legion of Honor \(Clash Arms\)](#) [\\$57.00](#) [FB](#)

Unusual card game depicting the life of an ambitious French soldier during the Napoleonic era, set with the backdrop of historical events. Suitable for solitaire play as well as for groups of up to 6 players. Players play control the life of a Napoleonic soldier at war & "in the salon", from 1792-1815. Player with highest rank, most glory or most wealth wins. R.Kane'14

137612 [Liberty Roads 3rd \(Hexasim Game\)](#) [\\$99.00](#) [BC](#)

Last copy. ■ 2015 3rd edition. Operational level game of the campaign in France, 1944, from the D-Day landings thru the crossing of the Rhine in March 1945. 25km/hex, div level. Considers logistics, leadership interference on both sides, invasion options, 3 scenarios plus campaign. Y.Le Quellec, N.Rident'16

136529 [Liberty Roads: Roundhammer 1943 Kit 2nd \(Hexasim Game\)](#) [\\$17.50](#) [zl](#)

Reprint of this kit providing counters & rules for the big, big what-if of an Allied invasion of France in Sept. 1943 when German defenses were weak & ill-prepared - as were the Allies. Includes 128 counters, rules & play aids. Rules in English & French Y.le Quellec'16

137869 [Napoleon, the Waterloo Campaign 4th \(Columbia\)](#) [\\$72.00](#) [BC](#)

An update with higher quality components and a return to the better regarded 1st (& 2nd) edition game structure with fewer areas & units. Block-style game covering the 3 day battle of Waterloo using large wooden blocks, fog of war & step reduction. Both the 1st (Gamma II) and 2nd (AH) editions were very well regarded for repeat play, beginners and tournaments. A simpler, fast-moving game. 58 blocks. Now with a steep price tag. '13

114907 [Night Fight Solitaire #44 \(Dec Gms W@W\)](#) [\\$39.00](#) [n](#)

Mag & game. Solitaire game in which the player commands a German kampfguppe infiltrating & attacking Soviet forces in a nighttime battle during the battle of Kursk, July 1943. Based on actual actions involving the 6th Panzer, plus other actions. Vehicle/Sqd level, 30m/hex, 2-15min/turn. Multiple scenarios including the 6th Panzer at Kursk & SS attacks on Kharkov. 228 counters. R.Mason, E.Harvey'15 / ARTICLES ON: Nigh Combat on the East Frong in World War II; On Patrol in Luzon, 1945; Tale of Two Corps: US II Corps & II SS Panzer Corps, 1944; Battle of Buq Buq, 1940; Mahan's influence on US Pacific Strategy 1941-5; Joseph Goebbels; Hitler's other East Frong Headquarters; Balloon Bomb Warfare; Coastwatcher Ruby Boye.

<u>Part #</u>	<u>Title (Publisher)</u>	<u>Price</u>	<u>Box</u>	<u>Part #</u>	<u>Title (Publisher)</u>	<u>Price</u>	<u>Box</u>
---------------	--------------------------	--------------	------------	---------------	--------------------------	--------------	------------

EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts

- | | |
|---|--|
| <p>138628 <u>No Man's Land, Trench Warfare 1914-18</u> <u>\$26.00</u> <u>Fo</u>
 <u>(Ludofolie Ed)</u>
 French-produced game with English rules. 11 scenario game of the evolution of trench warfare in World War I at a tactical level. Use all the tools of carnage of the day: artillery barrages, poison gas, flamethrowers, shock troops, tanks, barbed wire, plus aircraft overhead. 50m/hex, half-pltn or single tank/unit, 1 dbl-sided map, 324 counters. A.Siega'15</p> | <p>Update of Victory Games title. Unique solitaire game of the long & bitter war between the Athenian & Spartan alliances around the Mediterranean, 431-404BC. System is unique in that if the player-side is winning, the player switches side & the game system then plays the winning side. Updated components & graphics, plus 2 new scenarios covering the 1st Peloponnesian War 460BC, and also the period after Sparta won this war but squandered its victory 404-362BC. Mounted map, 2 countersheets, point-pont map.. Mark Herman'19</p> |
| <p>134903 <u>Pacific Fury, Guadalcanal 1942 2nd</u> <u>\$20.00</u> <u>zl</u>
 <u>(Revolution)</u>
 Smaller, simpler game of the many naval & air battles surrounding the key & contested island of Guadalcanal in the Solomon between Aug-Nov 1942. The Japanese must deploy a strategy that allows an amphibious counter-invasion of Guadalcanal given their superiority in surface ships but equality in carrier strength. Fast playing & tense game. Small map & 50 laser-cut counters that fall easily from the counter tree. Previously published in by a Japanese company, bonsai games. Y.Nakagura'16</p> | <p>134504 <u>Persian Incursion (Clash Arms)</u> <u>\$49.00</u> <u>BC</u>
 Complete game covering the strategic, military & political game of the what-if of the consequences of an Israeli military campaign against Iran, esp its nuclear industry. Uses a Harpoon system to resolve military conflict, but is as much a game of card-based diplomatic action in which political, intel & military resources are spent to influence events & shape public opinion. Includes lengthy rulebook w/ analysis of the current situation, 280 counters, 110 cards. L.Bond, C.Carlson, J.Dougherty'11</p> |
| <p>132609 <u>Panzer Battles, 11th Panzer on the Chir</u> <u>\$39.00</u> <u>BC</u>
 <u>(MultiMan Pub)</u>
 Game of the fire brigade-style battles fought by the German 11th Panzer along the Chir River to stem the tide of the Soviet Uranus Offensive, Nov-Dec 1942. Uses the Standard Combat System (SCS) at 2days/turn, 500m/hex, co/btln level. Play is interactive using a formation activation system. 4 scenarios including 2 short 1-map scenarios. 280 counters, 2 maps. D.Essig'17</p> | <p>136037 <u>Phantom Leader, Vietnam Air War 3rd Delx</u> <u>\$64.00</u> <u>DC</u>
 <u>(Verssen, Dan)</u>
 2016 reprint of this graphically slick, solitaire game of a US Air Force or Navy fighter squadron over Vietnam, 1964-72. Players must bomb selected targets but also recognize the broader political consequences of a strike. 30min per mission playing time. 220 cards, 6 campaigns. D.Verssen'16</p> |
| <p>121066 <u>Panzer Grenadiers, Elsenborn Ridge 2nd</u> <u>\$65.00</u> <u>BC</u>
 <u>(Avalanche)</u>
 Reprint. Stand-alone, platoon level tactical combat fully compatible with the Pzr Grenadier system. This second Bulge game covers the offensive along the Elsenborn Ridge where the US troops held firm against repeated German assaults. Includes 4 maps, 583 counters, 35 scenarios. '13</p> | <p>135717 <u>Picket Duty, Kamikaze Attacks Okinawa 2d</u> <u>\$50.00</u> <u>HC</u>
 <u>(Legion Wargm)</u>
 Reprint of this solitaire game of the US defense of the core of its naval fleet using 16 radar picket stations surrounding the fleet near Okinawa, March-June 1945, in the form of destroyers. Your goal as the destroyers is to simply survive. Player manages many of the gunnery & damage control systems of a Fletcher-class DD. Basic & advanced rules, 6 scenarios plus 2 hypothetical scenarios, a mini campaign & full campaign. 27 types of Japanese planes depicted. 8hrs/turn, 400 counters. S.Dixon'18</p> |
| <p>116921 <u>Panzer Grenadiers, Kursk South Flank</u> <u>\$84.00</u> <u>BC</u>
 <u>(Avalanche)</u>
 Last copy. ■ Game of the southern flank of Kursk, 1943, the largest tank battle in history. Covers the SS Panzer Corps' assault on the Soviet 40th Army. Includes 4 maps, 660 counters. 200m/hex, co/sqd level, 40 scenarios. Does NOT require any other game or kit to play. M.Perryman'12</p> | <p>128313 <u>Prague, the Battle of.... 6 May 1757 (Clash Arms)</u> <u>\$75.00</u> <u>BC</u>
 Last boxed copy. ■ Colorful game in the La Bataille style, 8th in the Age of Reason system, to cover the key battle for the area around Prague, 1757 during the 7 Years War. 3 maps, 7 scenarios, 800 counters. Will also include an expansion kit for Lobositz with a extension map & scenario additions. M.Hinkle'14</p> |
| <p>133469 <u>Panzer Grenadiers, Kursk, Burning Tigers</u> <u>\$77.50</u> <u>BC</u>
 <u>(Avalanche)</u>
 Game of the northern flank of Kursk, 1943, the largest tank battle in history. Covers the German 9th Army's 3 Panzer Corps' assault on the Soviet 13th Army. Includes 4 maps, 517 counters. 200m/hex, platoon level, 40 scenarios. Does NOT require any other game or kit to play. M.Perryman'14</p> | <p>129461 <u>Prague, the Battle of....6 May 1757 [ZL] (Clash Arms)</u> <u>\$55.00</u> <u>zl</u>
 Packaged in a ziplock. ■ Packaged in a ziplock with no box or die. Colorful game in the La Bataille style, 8th in the Age of Reason system, to cover the key battle for the area around Prague, 1757 during the 7 Years War. 3 maps, 7 scenarios, 800 counters. Will also include an expansion kit for Lobositz with a extension map & scenario additions. M.Hinkle'14</p> |
| <p>134167 <u>Panzer Grenadiers, Liberation 1944 2nd</u> <u>\$59.00</u> <u>BC</u>
 <u>(Avalanche)</u>
 Last copy. ■ Revised v4 series rules. Stand-alone game in the Panzergrenadier series of platon-level tactical WWII combat. Covers the battles on & beyond the D-Day beaches involving British forces. Includes 4 new maps of hedgerow, town & farmlands of coastal France, plus 517 counters, 41 scenarios. M.Perryman'14</p> | <p>134860 <u>Proud Monster Deluxe [2nd] (Compass Gms)</u> <u>109.00</u> <u>DC</u>
 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</p> |
| <p>137663 <u>Paths of Glory, First World War 6th (GMT)</u> <u>\$49.00</u> <u>BC</u>
 2019 6th edition reprint. ■ 2019 reprint (ie 6th edition) of the last revision of this extremely popular strategic level game of WW-1 in Europe and the Near East using the modestly simple board game utilizing cards for strategic events, ala Krieg. Corp/army level, w/ seasonal turns, 3 scenarios.Changes in this game included a double-sided map with traditional & tournament maps, 20 new optional cards, update rules & player aids, and new optional counters. MOST HIGHLY RECOMMENDED. '19</p> | <p>137673 <u>Quatre Bras 1815, Last Eagles (Hexasim Game)</u> <u>\$65.00</u> <u>BC</u>
 Fourth game in the Eagles of France series of key Napoleonic battles. This covers the battle of Quatre Bras on the first day of Waterloo, 15 June 1815. Includes scenarios for the historical battle, variable reinforcements, and alternative concentrated attacks. Links with Ligny 1815 to provide the full campaign including both battles. Uses hidden movement & varible reinforcements to keep both sides guessing. 4 countersheets, 2 maps, 18 cards, rgt level, 200m/hex, 1hr/turn. Walter Vejvodsky'19</p> |
| <p>137837 <u>Peloponnesian War 2nd (GMT)</u> <u>\$45.00</u> <u>DC</u></p> | |

<u>Part #</u> <u>Title (Publisher)</u>	<u>Price</u> <u>Box</u>	<u>Part #</u> <u>Title (Publisher)</u>	<u>Price</u> <u>Box</u>
--	-------------------------	--	-------------------------

EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts

- | | |
|--|---|
| <p>138278 <u>RAF, the Battle of Britain Deluxe 5th (Decision Gms)</u> <u>\$89.00</u> <u>DC</u>
 Deluxe update of this highly regarded solitaire game of the Battle of Britain during the summer of 1940. By same designer as SPI/TSR's detailed Battle Over Britain. This version allows solitaire control of the RAF (as in the original game) or Luftwaffe, plus adds full 2 player rules. 2hr/move, 1day/raid, sqd level, 1"/20mi. 176 counters, dbl-sided mounted map, 165 cards. John Butterfield'19</p> <p>132405 <u>Red Star White Eagle, Russo-Polish War2d (Compass Gms)</u> <u>\$62.00</u> <u>BC</u>
 Entirely revised, updated & enlarged game of the see-saw war between newly established Poland & the revolutionary Soviets, 1920. The Soviets threatened Warsaw, then the Poles counterattacked well into Russia. 2 basic scenarios & campaign game, with many what-ifs for ea. 2 maps, 2 countersheets, rgt/div level, 1wk/turn, 14mi/hex, suitable for solitaire play. The campaign can be played by 3 players. Dave Williams'18</p> <p>138009 <u>Richard III, Wars of the Roses (Columbia)</u> <u>\$63.00</u> <u>BC</u>
 Block-style game of the War of the Roses, where supporters of the houses of Lancaster & York duke it out to see who will rule England. Expands upon Hammer of the Scots system by enhancing the event deck. 63 blocks (representing the major nobles), 25 event cards. J.Taylor'09</p> <p>138563 <u>Rogers' Rangers, US's First Commandos (Decision Gms)</u> <u>\$10.49</u> <u>Fo</u>
 Small, solitaire folio game depicting the first special forces, rangers formed from British & American colonists in the frontier against the French during the French & Indian War, 1754-63. Uses the Raider game system. Player conducts missions as directed by strategy cards by selecting leaders & forces, then outfitting your forces. You then engage French & Indian forces generated by the game system. Sml map, 40 counters, 18 cards.'18</p> <p>133884 <u>Saipan & Tinian (Legion Wargm)</u> <u>\$45.00</u> <u>BC</u>
 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</p> <p>136489 <u>Sherman Leader / Tiger Leader Upg BUNDLE (Verssen, Dan)</u> <u>\$64.00</u> <u>DC</u>
 Game & Upgrade Kit bundle. Solitaire game of tactical combat in northern Africa & western Europe between 1942 and 1945. Player commands US army forces in engagements with German forces, trying to achieve objectives while minimizing casualties. '17 / Tiger Leader Upgrade Kit upgrades Tiger Leader to Sherman Leader game standards with 4pgs of revised rules, new unit cards with armor projectile values (AP & HE), new enemy battalion cards, revised campaign cards, plus complete set of revised unit counters, and revised tactical display sheet. '17</p> <p>130846 <u>South China Sea, Conflict in S Pacific (Compass Gms)</u> <u>\$58.00</u> <u>BC</u>
 Strategic level, integrated political & military game of the real & potential conflicts in the South China Sea between 5 key players: the US, China, Malaysia, Philippines & Vietnam. Players engage in structured activities to shift the political situation in their favor, but each activity bears a varying risk of provoking armed conflict that shifts the game to the traditional hex board format. 2 maps, 39 cards, 390 counters, 3-7hrs/turn, 45nm/hex, 2ships/counter, btlm-level. Designed for 2-3 players and can be played solitaire. John Gorkowski'17</p> <p>134230 <u>Space Empires 4x: Replicators Kit (GMT)</u> <u>\$35.25</u> <u>BC</u>
 Large kit adding another race, and allows a 5th player in the game. Also adds 6 new countersheets with 120 terrain tiles, new ships & tech; and a resource deck which can be used as events or turned in for resources. Reqs base game; use of Close Encounters kit recommended. Jim Krohn'18</p> | <p>131815 <u>Special Ops Wargaming Journal # 8 (MMP Operatns)</u> <u>\$25.00</u> <u>n</u>
 MMP's magazine supporting its extensive line of games, including ASL products. Includes complete game Avenge Pearl Harbor (previously published as Storm Over the Japanese Homeland, Avenge Pearl Harbor) which depicts a US invasion & attempted conquest of the Japanese home islands between Nov 1945-June 1946. Uses the game system first used in What Price Glory. 205 counters, 1 map, 32 event cards, div level, 1mo/turn. Tetsuya Nakamura'18 / ARTICLES ON: Learning to Play Operation Mercury; the Thinking Behind the Gamers' Game Series; Variable German Response Rules for It Never Snows; Designer's Notes for Autumn for Barbarossa; Card Combination Synergy in Avenge Pearl Harbor; Day 1 in the Barrikady in Red Barricades; ASL scenarios S62-63, O15-16; Clearing the Runway in Fallschirmjaeger; Tips for Playing the BCS Battalion Combat Series Games Well, with Guide to Armor Values.</p> <p>137575 <u>Special Ops Wargaming Journal # 9 (MMP Operatns)</u> <u>\$25.00</u> <u>n</u>
 MMP's magazine supporting its extensive line of games, including ASL products. Includes complete game Greater East Asia Co-Prosperity Sphere. Also includes 2 ASL + 2 ASLSK scenarios. 50 counters. Yasushi Nakaguroa '19 / ARTICLES ON: review of Front Toward the Enemy, scenario chronology for Great Campaigns of the American Civil War (GCACW) game series; preview of ASL Starter Kit #4; and Conscripts in Red Factories.</p> <p>137244 <u>Stonewall's Sword, the Btl of Cedar Mtn (Revolution)</u> <u>\$30.00</u> <u>z</u>
 Game of Stonewall's attack on a stray Union division near Cedar Mountain in Aug 1862. The best of the Confed army, led by one of its best leaders, with numerical superiority, largely loses its opportunity to destroy the Union forces thru inaction, but it was a close-run thing. 176 counters, 140yd/hex, regt level, 20min/turn. H.Luttmann'15</p> <p>132622 <u>Storm Over Dien Bien Phu (MultiMan Pub)</u> <u>\$36.00</u> <u>BC</u>
 Area-move game of the pivotal battle for Dien Bien Phu in 1954, using a simplified version of the Storm Over Arnhem/Storm Over Stalingrad game system. The game adds rules to reflect the French supply limits, sappers, assaults, plus new cards depicting special events of the campaign. Playing time about 3hrs. 1.5 countersheets, 55 cards. '14</p> <p>128017 <u>Struggle for the Galactic Empire [PC] (Decision Gms)</u> <u>\$17.00</u> <u>JC</u>
 CD; req Windows 95/NT or later. Windows PC port of the 2nd ed update of this strategic level, solitaire game of a galactic empire trying to maintain order in the face of rebellions, corruption & attacks that threaten to undo it's hold on the known universe. Sort of like helping Darth Vader manage the Empire a little better... J.Miranda'13</p> <p>135766 <u>Talon 2nd (GMT)</u> <u>\$34.25</u> <u>DC</u>
 2017 2nd printing. ■ Reprint of this fast playing game of space combat between small fleets of dreadnought-type space ships using the "rules" of big-budget Hollywood sci-fi films. Players manage the power generated within each ship and how it is used to maneuver, to charge a weapon, bolster defensive shields, etc. 2 mounted maps, 3 countersheets of unusually large, laminated counters. J.Krohn'17</p> <p>138492 <u>Target For Today, Bombers Over the Reich (Legion Wargm)</u> <u>\$59.00</u> <u>BC</u>
 Update of a game previously published as a print-it-yourself game. Solitaire game of the US daylight strategic bombing campaign in Europe late in World War II. Update & enlargement of earlier B-17, Queen of the Sky game, with revisions to make it as historical as possible. Player manages the crew of a B-17F or G, or a B-24D or J, bomber thru individual missions & over the course of a 30-mission tour of duty. Multiple manuals, 232 counters of varying sizes. Steve Dixon'17</p> <p>137386 <u>Thunder in the East (Victory Pt)</u> <u>\$139.00</u> <u>BC</u></p> |
|--|---|

<u>Part #</u> <u>Title (Publisher)</u>	<u>Price</u> <u>Box</u>	<u>Part #</u> <u>Title (Publisher)</u>	<u>Price</u> <u>Box</u>
--	-------------------------	--	-------------------------

EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts

Strategic level game of the War in the East during World War II, 1941-44, designed by Frank Chadwick. Game represents a (huge) expansion of GDW's Battle for Moscow into a full-sized game covering most of the War in the East. Emphasis is on fun & playability. Includes 6 seasonal scenarios, plus a full campaign game. Corp/army level, 30mi/hex 1-2wks/turn. Likely a good game for beginners. Huge, 4-section map, 1050 counters, 84 cards, custom dice. First of an intended ETO series of games covering all of WWII in Europe. Frank Chadwick'19

138730 [Twilight Struggle, Cold War 1945-89 10th \(GMT\)](#) [\\$45.00](#) [BC](#)

Deluxe edition; 2019 reprint of this immensely popular, 2-player game of the Cold War thru the fall of the Soviet Union, 1945-1989. Covers the secret intrigue as well as the small hot wars in which the USSR & the western allies used hapless proxies to further their ends. 2 countersheets, 110 cards, mounted map. Ananda Gupta, Jason Matthews'19

138726 [Twilight Struggle: Turn Zero Kit \(GMT\)](#) [\\$14.00](#) [ZL](#)

Expansion kit that duplicates a promotional offer made in 2017, now with standard card backsides. Adds variable At-Start results that can widely vary the course of the game (and possibly imbalance it). Adds additional cards, plus revised Space Race track adding new avenues to victory. '19

135892 [Victory in Europe \(Columbia\)](#) [\\$81.00](#) [BC](#)

Strategic, area-move, block-style game of the second World War in Europe & northern Africa, for 2-3 players. The Axis, Western Allies and Soviet Union duke it out on land, at sea and in the air for control of Europe. Play utilizes 108 color illustrated cards for events, initiative & combat. Includes 180 wooden blocks. T.Dalglish, R.Draker'15

136932 [Victory Roads, Bagratn to Fall of Berlin \(Hexasim Game\)](#) [\\$65.00](#) [BC](#)

Game of the last year of the War in the East, June 1944-May 1945. Begins with the Soviet Bagration Offensive which destroyed the German Army Group Center. Uses the Liberty Roads game system. Div/corp level, reflecting the different organization of the two armies. 4 scenarios covering Bagration, Bessarabia, Budapest & Vienna, Downfall of Germany, and the campaign game. 900 counters, 3 maps. N.Rident'15

136508 [Warfighter, WWII Pacific Theater \(Verssen, Dan\)](#) [\\$42.00](#) [DC](#)

Base game in a very extended, intended set of game & kits allowing coverage of WWII combat in the Pacific to parallel earlier game on the European theater as well as kits for the various combatants in WWII and in the Korean War. This is the base (core) game. Card game for 1-6 players (including solitaire); you play cooperatively against the game system on squad-level missions. Given a mission objective, you select your soldiers, equip them with weapons & skills within a resource limit. Then fight your way thru enemy territory to complete your mission. Each eliminated enemy increases your experience and offers opportunities to up-gun & receive support cards. '19

137694 [Warfighter, WWII Tactical Combat Game 2d \(Verssen, Dan\)](#) [\\$42.50](#) [BC](#)

2nd edition. Card game of tactical combat on the Western Front during the last year of World War II. Can be played solitaire or with cooperatively with up to 6 players. You select your team and equip them with skills, weapons & gear within the mission's resource limit. Then fight your way thru the enemy to complete the mission. Uses a streamlined system where a single die roll can determine multiple events & outcomes. Includes nicely illustrated cards for US, British & German forces. 280 cards, 2 countersheets. Expansion packs available separately. '19

136836 [Warriors of God, Wars England&France 2nd \(MultiMan Pub\)](#) [\\$39.00](#) [BC](#)

2015 Reprint of this strategic level game of the intermittant wars between what is now England & France during the late Middle Ages. Simpler mechanics & 2 scenarios (1135-1258 & 1337-1453). Excel solitaire suitability. 210 1" counters. '16

136647 [Warriors of Japan, a Country Aflame \(MultiMan Pub\)](#) [\\$36.99](#) [BC](#)

Sequel to Warriors of God, covering the period of 1335-1339 in Japan as two courts duel for control of the country. Game previous published (& apparently very popular) in Japan. Played on a colorful, area-move map of Japan. 140 large counters. M.Nakajima'16

136527 [Washington's War 2nd \(GMT\)](#) [\\$42.00](#) [BC](#)

2015 reprint. ■ 2015 reprint of this update of We the People, perhaps the first card-driven game. Covers the American Revolution on a strategic, point-point map. This version speeds play (to about 90min per game) & is highly suitable to tournaments. 2 countersheets, 110 cards, mounted map; 1yr/turn. M.Herman'15

136798 [West Front II \(Columbia\)](#) [\\$90.00](#) [BC](#)

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

138627 [World at War 3rd \(GMT\)](#) [\\$132.00](#) [DC](#)

2018 Reprint. Evolution & further development of AH's Advanced Third Reich & Emp of Rising Sun. Completes the game system, refining the rules with various enhancements. 12 scenarios & campaigns. Adds named capital ships, naval construction, oil consumption, diplomacy rules, and additional terrain types. A massive game set with 10 countersheets, 4 maps. 3mo/turn, 60 or 100mi/hex, Div/corp level, individ cap ships. Complex. B.Harper'18

138071 [World War I 4th \(Deluxe\) \(Decision Gms\)](#) [\\$52.99](#) [BC](#)

Deluxe 4th edition upgrades the graphics and expands the game to cover the Middle East as well as air, naval & special forces. Well-received, strategic level game of World War I thruout Europe using resource pts as the essential representation of national resources & will to continue the war. Effective, most elegant design, even 40 years after original publication. 36mi/hex, 6mo/turn, army level, 228 counters. J.Miranda, J.Dunnigan'18

137699 [WWII Tank Leader Commander Cards Kit \(Verssen, Dan\)](#) [\\$15.00](#) [SC](#)

Kit that expands both Tiger Leader & Sherman Leader with 56 historical enemy commanders to influence your campaigns. Includes leaders from US, Great Britain, Germany, France, Poland, USSR & Japan. '17

137701 [WWII Tank Leader Terrain Tile Kit \(Verssen, Dan\)](#) [\\$23.00](#) [ZL](#)

Kit with 32 extra multi-hex terrain tiles, half of which are standard terrain and half are new terrain (such as jungle). Also includes brief rules on how to use the new terrain types. '17

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

<u>Part #</u> <u>Title (Publisher)</u>	<u>Price</u> <u>Box</u>	<u>Part #</u> <u>Title (Publisher)</u>	<u>Price</u> <u>Box</u>
--	-------------------------	--	-------------------------

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

138422 [Dawn of the Zeds 4th: New Plvr Blues Kit](#) [\\$8.99](#) [Fo](#)
[\(Victory Pt\)](#)

Kit including 13 new blue Outbreak event & fate cards, which enlarge the game's narrative & excitement. These have the zeds learning to move in new ways, causing panic & confusion. Also, a new hero is added: Bouncing Betty Bolivar. Includes 1 hero card, 9 Event, 4 Fate, 1 countersheet, 1 dossier sheet, 1 rules sheet. '19

137810 [Dominant Species 5th \(GMT\)](#) [\\$55.00](#) [DC](#)

2018 5th edition. ■ 4th reprint of this 2-6 player game of survival of the fittest species, 90,000BC, as another ice age approaches. Each player represents a major animal group (eg mammal, reptile, bird etc) and seek to become dominant on as many terrain tiles as possible, receiving victory points for each. 3rd ed has new graphics on cards, map, terrain tiles & counters. C.Jensen'18

133987 [Formula Motor Racing Card Game 2nd \(GMT\)](#) [\\$15.00](#) [SC](#)

Reprint of this simpler, v.fast playing, 3-6 player card game of formula one racing. R.Knizia'07

137709 [Illuminati, the Game of Conspiracy 3rd \(S. Jackson\)](#) [\\$26.00](#) [SB](#)

Box says 2nd edition but is actually 3rd edition. 2018 substantive revision of the highly popular 2-6 player card game from the '80s in which all sorts of secret sects & govt agencies try to rule the world. This edition uses more current events & contemporary references in the game material. Best Sci Fi game of '82. Includes 110 cards. '18

117071 [Invasive Species #2 \(One Sml Ares\)](#) [\\$25.00](#) [u](#)

Mag & game. Game is a 2-player contest that takes places on a star frigate. One player controls the human crew, the other represents an alien infestation unintentionally brought back to the ship from exploration of a new planet. Emphasis of the game is on the suspense of the action. Played on a diagram of the ship's interior. Any resemblance to the plot of Alien is not accidental. M.Anderson'15 / ARTICLES ON: includes numerous sci-fi fiction articles. 78pgs.

129371 [Last Front, Strategy Card Game \(Plow Games\)](#) [\\$20.00](#) [SB](#)

Card game of a battle between Allied & German forces in the middle of World War II. The object is to attack, capture territory & shift the balance of power using cards representing weapons & abilities. 162 cards, for 3-6 players aged 10+, and fast playing. '16

136794 [Last Spike, The... \(Columbia\)](#) [\\$36.00](#) [BC](#)

Simpler game in which 2-6 players cooperate to build a railway from St. Louis to Sacramento in the 1800s. Players compete to accumulate cash from land speculation along the way. Fast playing, suitable for beginners. Board is largely abstract but colorful land. T.Dalgliesh'15

134225 [Leaping Lemmings \(GMT\)](#) [\\$25.00](#) [BC](#)

Fun, fast playing card-driven family board game. Players represent genetic scientists seeking to manipulate their colony of lemmings to be best at throwing themselves off a cliff. But there are hazards: hungry eagles & lots of treachery. Has a depth of strategy that isn't obvious by the topic. R.Young, J.Poiniske'10

123680 [Lords of the Sierra Madre, 3rd \(Decision Gms\)](#) [\\$38.00](#) [BC](#)

2nd upgrade of this popular but scarce 2-8 player gm of empire building along the Mexican border, 1898. Economics, politics, diplomacy, bribery, assassins, revolutionaries, Federales & US Cav, cards & other fun stuff combine to make an exciting yet simpler gm. P.Ecklund'96

134446 [Med Sirocco \(Hexasim Game\)](#) [\\$30.00](#) [SC](#)

French-produced, English-language card game for 2-6 players akin to Atlantic Storm, Modern Naval Battles and Pacific Typhoon. Played in 21 rounds with multiple players on each of two sides. A card is drawn to determine the kind of engagement: battle or convoy. Then players on each side commit force cards. Side with the largest total wins, then the one player that committed the plurality of force distributes the enemy ships & convoy (which are worth points). Lots of interactivity & continuous action. 165 cards. '17

136887 [Modern Naval Battles 3rd: Campaign Kit 2](#) [\\$18.00](#) [SC](#)
[\(Verssen, Dan\)](#)

Expansion kit #2 for this card game of ahistorical ship-ship combat structuring individual games into campaigns. Adds 18 strategy, 10 mission, 68 ship, 16 target cards, plus a die cut countersheet. Adds an entirely new navy: India. D.Verssen'12

137470 [Modern Naval Battles, Global Warfare 3rd](#) [\\$40.00](#) [BC](#)
[\(Verssen, Dan\)](#)

Overhaul of the popular 2-6 player card game of ahistorical ship-ship combat in the modern age. 2-6 players, fast playing, includes 110 ship & aircraft cards now featuring photos of the craft in question. '08

138147 [Nemo's War, 20000 Leagues Under Sea 2nd](#) [\\$89.99](#) [DC](#)
[\(Victory Pt\)](#)

2nd edition is a professionalization & upgrade in all respects, with mounted board and now boxed. Solitaire board game (now with 2-4 player cooperative rules) true to Jules Verne's 20000 Leagues Under the Sea. Captn Nemo commands the submarine the Nautilus, and in 1866 explores the seas. But Nemo has hidden motives: putting the fear of god in the maritime powers in support of oppressed, colonial peoples around the world. Charlie Roberts Best Sci-Fi nominee. Chris Taylor'17

117032 [Seas of Iron: Battleship Exp Kit \(Blackball Gm\)](#) [\\$4.00](#) [u](#)

Small kit includes tiles for the battleships IJN Yamato & Bismarck. '14

130781 [Urban Sprawl \(GMT\)](#) [\\$18.00](#) [DC](#)

2-4 player game modeling how a town grows into a sprawling metropolis. Players are entrepreneurs, tycoons & politicians seeking "growth" & thus wealth & prestige. Buildings are placed on an existing grid of streets, Building Permits can be converted to cash, and players can execute a limited number of actions each turn: gain new building permits, build, or acquire a favor. Something like SimCity, except the goal is ultimately personal - rather than social - advantage. C.Jensen'11

136348 [Worlds, War of the..., England \(Verssen, Dan\)](#) [\\$44.00](#) [BC](#)

Base solitaire game in this series covering HG Well's story of a Martian invasion of Earth in the late 1800s, with the player representing England. This is the base game covering England; kits available separately for other nations. Earth defenders must build their defenses and guide refugees away from the Martians, while the Martians aim to lay waste to much of England by destroying cities & abducting refugees. As the devastation mounts, Earth's productivity declines. 112 cards, 4 countersheets, custom dice.'19

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

132740 [1500, the New World \(Verssen, Dan\)](#) [\\$35.00](#) [BC](#)

<u>Part #</u>	<u>Title (Publisher)</u>	<u>Price</u>	<u>Box</u>	<u>Part #</u>	<u>Title (Publisher)</u>	<u>Price</u>	<u>Box</u>
---------------	--------------------------	--------------	------------	---------------	--------------------------	--------------	------------

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

Fast playing board & card game in which 2-6 players explore & conquer the New World. This is the core game; 5 national add-on kits available separately. Addition of a Nation add-on kit allows solitaire play. During a player's turn, they can play as many action cards as they are able, with each card able to perform one of several types of actions such as building, repairing or reducing a colony, adjusting royal support & more. 112 cards, 2 countersheets, smallish map of North & South America. '18

113350 [1863, Turning Point in the Civil War#297 \(Dec Gms S&T\)](#) **\$33.00** ▮

Mag & game. Strategic level, area-move game of the American Civil War in the pivotal year of 1863. Uses a Battle for Germany-style system with one player controlling the eastern Union forces & western Confederate forces, and the other vice versa. Players seek to score the most points for capturing cities & winning battles. 1mo/turn, div/corp level, 1mo/turn, 30mi/inch, 176 counters. J.Miranda'16 / ARTICLES ON: 1863, Turning Point of the American Civil War; Area Denial (Anti-Access) Warfare; the An Lushan Rebellion, 755-763, in China; Battle of Grozny, 1994-5; Capturing Prize Ships in the 16-18th Century; German Gunboats in Chinese Riverways During WWI; Byzantine Campaigns of Basil II in Syria, 976AD; US Unmanned Surveillance Drones.

135317 [Across the Narva, Estonia Feb 1944 2nd \(Revolution\)](#) **\$35.00** z1

Game of the Soviet assault on the Estonia area of German-occupied USSR early in 1944, a continuation of the Leningrad-Novogorod Offensive of Jan 1944. The Soviets sought air and naval bases for later attacks on both Finland and East Prussia. The Germans offered a stout defense of the Narva Isthmus; while the Soviets established many bridgeheads, they failed to expand them before the Germans eliminated them north of Narva, stabilizing the front until the summer. Covers the three-month campaign in 1 week turns using a chit activation system. Uses same system as earlier Konigsberg game. Game previously published by 3 Crown Ent. 300 counters, 1wk/turn, btln/rgt level. Stefan Ekstrom '19

131541 [Alesia, Last Stand of the Gauls #312 \(Dec Gms S&T\)](#) **\$29.50** ▮

Mag & game. Two player game of the epic double siege at the small town of Alesia in Gaul, 52BC. Caesar has besieged 50,000 Gallic warriors and the rebellion's leader, Vercingetorix. A relief force of 250,000 from all of Gaul is ready to assault the fortified besiegers. Game emphasizes command control, and players pick command markers before effecting an action. Covers 3 days of battle including hidden off-map movement for the Gauls. Game covers the same situation as AH's classic game, Caesar, but at a much larger (one-map) scale. 1700ft/hex, 3-4 cohorts/counter, 176 counters. Joseph Miranda'18 / ARTICLES ON: Battle of Alesia, 52BC; Hawaiian Unification, the Campaigns of Kamehameha the Great; The Big Push, Slaughter on the Somme, 1916; Roger Feutou, Crimean War Photographer; the Little Blue Book of Uriah Levy; Canadian Triumph, the Storming of Vimy Ridge, 1917.

128112 [Almansa 1707 # 7 \(Revistas Pro\)](#) **\$19.00** ▮

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

137724 [America Falling, the Coming Civil War \(One Sml Step\)](#) **\$62.00** BC

Game of the first year of a hypothesized civil war thruout the continental US, a survivalist's wet dream. Conservatives v liberals fought with conventional weapons as well as WMDs & cyberwarfare. '19

130493 [American Civil War 3rd \['18\] #310 \(Dec Gms S&T\)](#) **\$35.00** ▮

Mag & game. Substantial revision of the 1974 game covering the whole of the American Civil War, 1861-5 at a strategic scale on 1 map. Confederacy must maintain a viable economy as the Union makes inroad into southern territory. Sudden death conditions apply at the end of each quarterly turn, enforcing political realities of the time. Leadership is a key factor in winning battles, and the South starts with an advantage; Union must develop leadership by participating in battles - many of which they will lose initially. Includes nuanced rules such as for river bends, foraging, political considerations. 280 counters, 20mi/hex. James Dunnigan, Chris Perello'18 / ARTICLES ON: the American Civil War; Imperial Overreach, the Athenian Disaster on Sicily; Montrose in Scotland during the English Civil War, 1644-46; the Role of the US Merchant Marine in Global War; Mosby's Rangers, 1863-5; Flavius Aetius, Last of the True Romans; Thrace & the Cold War.

137827 [Ancient Civilizations of the Inner Sea \(GMT\)](#) **\$60.00** DC

Abstract game of civilization development in the areas surrounding the Mediterranean. Can be played by up to six players, including solitaire, with each play possibly playing up to 3 civs. Tone of a game may be one of cooperation or of conflict & war. Natural disasters play a role, as does barbarian invasions. 2 mapboards, 412 wooden tiles, 110 cards. Excellent solitaire suitability with solitaire rules. Christopher Bruegge, Mark McLaughlin'19

134490 [Apocalypse in the East #48 \(Against Odds\)](#) **\$29.00** HP

Mag & game. Game of the rise of the first Islamic caliphate, 646-656, as Islamic forces determine to capture Constantinople and thus eliminate the Byzantine Empire. Alas, Constantia has just become Emperor, and he leads the Byzantines in a forceful defence of the Empire. Also includes a mini-game, BLACK FRIDAY, in which Balck's 11th Panzer near the Chir River defeats most of a Soviet tank army on Christmas Eve, 1942. 180 counters total. Jason Juneau'19

135032 [Arcole 1796 \(VaeVictis II\)](#) **\$25.00** Fo

Covers Napoleon's victory over the Austrians at Arcola in 1796, using the Jours de Gloire (Days of Glory) game series. Napoleon's wide turning maneuver surprises the Austrian rear guard which had the key advantage of strong defenses near a bridge, plus the many dikes that compartmentalized the fighting. 1 operation map, 1 strategic map, 216 counters, 90min/turn, 360m/hex. '18

133942 [Arctic Disaster, Destruction of PQ17 #47 \(Against Odds\)](#) **\$35.99** HP

Mag & game. Initial copies of this game had a poorly printed countersheet; a reprint is planned. Game of the disastrous destruction of PQ-17 in July 1942. When this arctic convoy was threatened with focused German naval, surface & air attacks, the convoy dispersed making individual ships vulnerable. Each merchant & surface ship & U-Boat is represented by a counter, with ~10 aircraft per counter. 280 counters. Mark Stille'19

137345 [Ardennes '44, the Battle of the Bulge 3d \(GMT\)](#) **\$39.00** BC

2019 reprint. ■ 2019 update of this game on the Battle of the Bulge at btln/rgt level and half-day turns. 2nd ed adds a new map, additional counters & a 2 map, 19-26 Dec scenario. 2 maps, 2 countersheets. 12hrs/turn, 1.6mi/hex, btln/rgt level. Uses the Ukraine '43 game system. M.Simonovich'19

128443 [At Any Cost, Metz 1870 \(GMT\)](#) **\$35.00** BC

Game of the critical few days in August 1870 after French armies had been defeated and the last intact army defended the fortress of Metz against 2 approaching Prussian armies. Two key battles resulted: Mars-La-Tour and Fravelotee-St. Privat that decided the outcome of the war. Each battle can be played independently, or combined for a 4-day campaign, with 6 scenarios total. Uses a chit activation system that can confound plans while opening opportunities. 2 maps, 2 countersheets, 1hr/turn, 500yd/hex, brig level. Hermann Luttmann'18

138104 [Atlanta is OURS! \(MultiMan Pub\)](#) **\$106.49** BC

<u>Part #</u>	<u>Title (Publisher)</u>	<u>Price</u>	<u>Box</u>	<u>Part #</u>	<u>Title (Publisher)</u>	<u>Price</u>	<u>Box</u>
---------------	--------------------------	--------------	------------	---------------	--------------------------	--------------	------------

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

Tenth game in the Great Battles of the American Civil War (GCACW) game series. Uses an updated version of the series rules that will be the standard for future reprints. Game focuses on the campaign for Atlanta during the spring & summer of 1864. Includes about 19 scenarios covering single day battles to months-long campaigns, 2 maps, 3 countersheets, 1 day/turn. Can be linked to maps from Battle Above the Clouds. Ed Beach, Mike Belles, Chris Withers'18

130593 [Atlantic, Battle of... \(One Sml Step\)](#) **\$19.00** Fo

Strategic level, solitaire folio game of the German U-Boat campaign against the Allies during the pivotal period of August 1942 to May 1943. Includes small, area move map covering the northern & central Atlantic; 24 cards, 88 counters. G.Grabner'16

138635 [Austerlitz 1805, Rising Eagles \(Hexasim Game\)](#) **\$70.99** BC

French-produced game with English & French rules. Covers one of the great victories of Napoleon's career, Austerlitz in 1805. Emphasizes orders from leaders to units, and this game makes changing orders more difficult than in prior games in this series. 4 countersheets, 2 double-sided maps, regt level, 250m/hex, 1hr/turn. Walter Vejdovsky'16

136539 [Avec Honneur et Panache \(VaeVictis II\)](#) **\$27.00** Fo

French-produced, English-language game of two battles in France in the convoluted weave of French 17th century history. A rebellious force under Turenne lays siege to Rethel, Dec 1650, but are defeated. At The Dunes, June 1658, the French defeat a Spanish force. Dbl-sided map, 270 counters. Florent Coupeau'19

137843 [Avec Infini Regret II \(VaeVictis II\)](#) **\$27.99** Fo

Second installment of battles of the French Wars of religion between 1562-98. This set includes the battles of Ivry 1590, as the French attempt to break a year-long siege of Paris by Henry IV; Marc'hallach'h 1591, as the English Loyalists meet the League in one of many indecisive battles; and Craon 1592, as the League attempts to prevent Loyalist control of access to Brittany. 1 doublesided map, 216 counters, 100m/hex, 20-30min/turn.

134632 [Axis of Evil, Conflict in Mid-East # 39 \(Dec Gms ModW\)](#) **\$29.50** n

Mag & games. Strategic level game of a hypothetical hot war for control of Middle East by the dominant global & regional powers. Map covers an area from Russia near the Caspian Sea to Afghanistan to Saudia Arabia to the Mediterranean. Uses the neo-con conception of two sides: Russian-led Eurasian forces & a US-led coalition. Uses a variation of Putin's War system, with 62mi/hex, Players must make efficient use of their mobile, static, air & special forces to win based on geographic ojective cities. 3-14 days/turn, corp level. 176 counters. Joseph Miranda'18 / ARTICLES ON: Conflict in the Persian Gulf [Middle East]; A "Preventive" Attack on Northern Korea by the US; Che Guevara's Tricontinental Strategy; Suni-Indian Confrontation on Tibetan Pllateau; Somalia's Al-Shabaab; Russian Nuclear War Then & Now; All Eyes on Idlib Province, Syria; Seychelles Affair, Comic Opera Coup; Legacy of USS Thresher Submarine; AC-130e Gunships in Vietnam.

114118 [Balkan Gambit, 1943-45 #298 \(Dec Gms S&T\)](#) **\$25.50** n

Mag & game. Game explores the hypothetical case had the western Allies followed Churchill's preference of invading the Balkans rather than Italy in 1943, his soft underbelly. 3 scenarios set in 1943 (the historical alternative), 1944 (the Bodyguard deception turned real), and 1945 (British forces attempt to cut off German forces in the Balkans & stop a Soviet advance towards Italy). 20mi/hex, 2-5 days/turn, brig/div level, 176 counters. B.Knight'16 / ARTICLES ON: Churchill's Balkan Gambit; Cyrus II of Persia; Operation Colorado, Vietnam 1966; Integration of Firearms into Sengoku Jidai Japan; Battle of Omdurman, 1898; Peloponnesian War; Lee-Enfield Bolt Action Rifle; Signals Intelligence, Past & Present.

132007 [Ball's Bluff, Battle of..., Oct 1861 2nd \(Legion Wargm\)](#) **\$15.00** z1

Revised from earlier War Diary version, adding a 16pg historical booklet. Covers the Oct 1861 abortive raid and recon by a Union force south of the Potomac. After encountering some Confederate forces, the bulk of the Union forces had to be transported across the river in small groups, thus negating their 4:1 advantage in numbers. Confederate reinforcements defeated then routed the union forces, with more than half the Union force becoming casualties or captured. 120 counters. John Poniske'18

129693 [Band of Brothers, Texas Arrows KIT \(Worthington\)](#) **\$33.00** BC

Kit requiring either the Screaming Eagles or Ghost Panzer 2nd games to play. Provides 6 scenarios for each of the base games (12 total) that follow the unit as it lands at Salerno & fights its way thru Italy, France & into Germany. Also includes a full countersheet providing the US 36th Texas Arrows Infantry division and also 2 new boards (1 mounted, 1 cardstock). Also provides an upgrade kit for owners of 1st ed Screaming Eagles with 2 card stock boards & 2 countersheets & new series rules. '16

138335 [Battle Hymn v1, Gettysburg & Pea Ridge \(Compass Gms\)](#) **\$62.00** BC

Package of two games from the American Civil War covering the battles of Gettysburg and Pea Ridge. Gettysburg was the most pivotal battle of the American Civil War, July 1863, here played in any of 6 scenarios (Days 1, 2 or 3, campaign, plus battle scenarios for Pickett's Charge & Little Round Top). Pea Ridge was an early and important battle that decided Missouri's leanings in the war. The Confederates have a 3:2 numerical advantage, and surprise Union forces by attack from their rear, but are exhausted and ill-supplied; covered in four scenarios. Uses a brigade-level system including a unit activation system evolved from designer's earlier Across 5 Aprils. 60min/turn, 300yd/hex, Brig level, 2 maps, 528 counters. Eric Lee Smith'18

138242 [Battles for the Galactic Empire \(Decision Gms\)](#) **\$13.49** Fo

2-player folio game set in the Struggle for Galactic Empire universe in which players are space empires competing for a control of a region of space. Players deploy secretly, then alternate actions. Resources provide production and political advantages, as well as the ability to convert enemy forces to friendly. Fast playing. '16

135226 [Bitter Woods, the Battle of the Bulge 6t \(Compass Gms\)](#) **\$66.00** BC

2018 (6th) Reprint. ■ Reprint of Compass's Deluxe edition includes everything from prior editions including the expansion in one box, plus enlarged color counters, additional scenarios & an extended campaign covering the Allied counter-offensive. Rgt/brig lvl game of the Btl of the Bulge in short scenarios & longer campaign gm. Intended as a most historical simulation of this oft-gamed offensive. 2 maps, 480 5/8" counters. R.Heller'18

134918 [Blenheim 1704 \(Legion Wargm\)](#) **\$42.00** BC

Grand tactical game of the battle of Blenheim, 1704, one of the key battles of the War of Spanish Succession. British & allies forces encounter superior French & Bavarian forces in a strong defensive position. Marlborough pins the flanks, draining the enemy center of forces, then smashes it with cavalry. Uses the Seven Hex System, which groups hexes into super-hexes of seven, in which various tactical decisions are made. Battalion level, 500m/hex, 20min/turn, 176 counters. Steve Pole'18

137996 [Blenheim, the Battle of... \(ATO TPS Gms\)](#) **\$29.00** HP

During the world war know as the War of Spanish Succession, the French were on the verge of capturing Vienna thus knocking the Hapsburgs out of the war. The British & Austrian armies attacked the French & their Bavarian allies at Blenheim (actually, Blindheim), a small town along the Danube River. The British & Austrians cooperated well, while the French were often out of position; a British attack drove a wedge between the French forces resulting in a famous victory. Each side has 2 distinct commands, each with a varied force. Brig level, 400m/hex, 1hr/turn. Frederic Bey'19

<u>Part #</u> <u>Title (Publisher)</u>	<u>Price</u> <u>Box</u>	<u>Part #</u> <u>Title (Publisher)</u>	<u>Price</u> <u>Box</u>
--	-------------------------	--	-------------------------

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

**131688 [Blood on the Ohio, Indian Wars 1789-94](#) \$46.00 BC
[\(Compass Gms\)](#)**

Game of the Northwest Indian Wars, 1789-94; basically the same subject matter of MMP's King Philip's War. A wave of settlers crossing the Ohio River after the Revolution creates tensions with the current residents of the area, exacerbated by the British. Washington sends 3 military expeditions to crush the Indians. Two meet with serious defeat, but the last destroys the Indian forces. 2mo/turn, point-point, 1 countersheet. High solitaire suitability. John Poniskie'18

131273 [Bloody April: Eagle of Lille Kit \(GMT\)](#) \$18.00 zl

Kit extending the base game's coverage to follow the career of German ace Immelmann & others during Aug 1915 - early 1917. Adds 7 scenarios, 1.5 countersheets, a map, and cards for 13 aircraft. Also adds an extensive array of additional rules. S.Paul, T.Simo'16

**137583 [Brazen Chariots, Battles for Tobruk 1941](#) \$68.00 BC
[\(MultiMan Pub\)](#)**

Third game in the Battalion Combat (BCS) series. Covers the battles around and for Tobruk as well as further east in Libya in 1941, including the Brevity, Battleaxe, Skorpion & Crusader offensives. Offers a good introduction to the system due to the wide-open terrain, small numbers of formations in use, and many short scenarios. Includes 3 maps, 1120 counters, 12 scenarios (using 1-3 maps). Jim Daniels'19

138586 [Breakout, First Panzer Army #69 \(Dec Gms](#) \$29.50 W@W)

Mag & game. Game of the breakout of the German 1st Panzer Army in northwest Ukraine in the spring of 1944, after the Soviets enveloped it. Set in late winter, weather & ground conditions are major variables affecting movement & air support. Success often depends on each sides ability to concentrate forces including special units & artillery for key attacks, and the Soviets can be limited by their supply lines. Div/corp level, 176 counters. Ty Bomba'19 / ARTICLES ON: Breakout of the German 1st Panzer Army, March-April 1944; British Pacific Fleet, 1944-5; US Army Military Police in World War II; German Annihilation War, Planning & Implementation; German Super-Heavy Tank Projects, 1941-5; Rome 1943, America's First Italian Advance; Wermacht Special Forces in World War II.

134644 [Burning Mountains, 1916 #89 \(Compas PprWr\)](#) \$44.00 zl

Mag & game. Includes var/err counters for Brezhnev's War (21), Guam (4), Saipan (4), Festung Europe (2), Lion of Judah (1). Game covers the Austro-Hungarian spring 1916 offensive in northern Italy. Aimed at Friuli and along the Isonzo River, it could have changed the war had it succeeded by cutting off a whole section of the front. 2km/hex, 2days/turn, brig level, 176 counters total. Andrea Brusati'19 / ARTICLES ON: Designer Notes for Night Fighter Ace; Reviews of: 1775 Rebellion, Old School Tactical v2, HFG Bloody Hell, CPS Blood on the Ohio, CPS Lion of Judah, LNL World at War America Conquered, TPS Midway 1942, REV Patton's Vanguard; Designer & Historical Notes for Burning Mountains 1916; History of the Battle of the PHilhpine Sea; Supply Lines of the American Revolution Q&A; Preview of CPS Conquistadors.

**135773 [By Shot, Iron & Faith, Religious Wars](#) \$50.00 BC
[\(Hexasim Game\)](#)**

"Par le Feu, le Fer et la Foi." French-produced game with English rules. Covers the French religious wars of the late 16th century, including 5 battles: Saitn-Denis (1567), Jarnac (1569), La Roche L'Abeille (1569), Coutras (1587) and Arques (1589). Three maps, 540 counters, 100-500 men/unit, 300-500m/area, 20min/turn. P.Hardy'16

**135856 [Campaign for Vicksburg, 1863 \(ATO TPS](#) \$28.00 HP
[Gms\)](#)**

One of the 20 most decisive battles of history per Joseph Mitchell's 1964 history. Vicksburg held the Confederacy together, and allowed resources from the West & Mexican ports to reach the heart of the South. Union forces under Grant must pry the City - and with it control of the Mississippi River -- away from the south. Includes the full scope of this difficult campaign, with internal squabbling and supply limitations, plus many of the sideshows & raids, the CSS Arkansas, etc. Mounted map, 140 counters. P.Rohrbaugh'17

137199 [Campaigns of 1777 #316 \(Dec Gms S&T\)](#) \$29.50 zl

Mag & game. Point-point move game of the pivotal year of 1777 during the American Revolution. The British must capture specific geographic objectives; the American's must simply avoid that. Emphasizes leadership, with regular & irregular forces, and logistics. 1"=20mi, 3-500 men/strength point, 1-3 weeks/turn, 228 counters. Harold Buchanan'19 / ARTICLES ON: 1777, the Year of Decision; Dr Nikolai Pirogov in the Crimean War, 1853; Cape Enomus, Rome's Navy Comes of Age; Operation Hush, the D-Day that Never Was, 1917; Canada Triumphant, Battle of the Chateauguay; Last Raider, CSS Shenandoah; Rise of Macedon, Heraclea Lyncestis; Phone Operators during WWI.

135649 [Central Pacific Campaign # 63 \(Dec Gms](#) \$29.50 W@W)

Mag & Game. Solitaire game covering the struggle for control of the central Pacific Ocean during World War II, Oct 1943-July 1943. Player commands US forces seeking to make inroads into Japanese control areas of the Marshall, Marianas and Gilbert Island chains, and is judged according to the historical timeline. Japanese forces largely remain unidentified until an intelligence action is successfully executed. and another action may reveal ULTRA hints at their next move. Rgt/brig/div level, with groups of aircraft and individual or sml groups of ships. 300mi per grid square, 1mo/turn, 228 counters. Joseph Miranda'18 / ARTICLES ON: the Central Pacific Campaign 1943-4; Russian Liberation & Free Germany Movements of World War II; US 3rd Cav at Berg-Sur-Moselle, Nov 1944; U-852 & USS Wahoo, Massacres at Sea; Christmas Island Duty; Addolphus Andrews & the early US U-Boat response; Brownings .50 Calibre Maching Gun; Counterattack at Arras, May 1940.

136687 [Ceres, Operation Stolen Base \(Decision Gms\)](#) \$11.50 Fo

Small, solitaire folio game depicting a battle for the Solar System after the residents of Mars revolts. Player commands rebel force thru four increasingly difficult missions to win the campaign. Your goal is to seize the largest source of water, and defeating Federation ships & seizing the primary surface base. 40 counters, 18 cards. '16

**138474 [Chalons, the Battle of.... 451AD \(ATO TPS](#) \$29.00 HP
[Gms\)](#)**

The last Roman general, Aetius, who learned the Huns & Goths' ways as a hostage, meets Attila the Hun's forces in central France in 451 in one of the pivotal battles of human history. Each side is a hodge-podge of many ethnic factions. Uses cards to represent units & battleline formations (similar to TPS's Arbelia). Simpler & faster playing. 63 playing cards, 46 playing pieces. Richard Berg'19

137019 [Changsha, Second Battle of... #67 \(Dec Gms](#) \$29.50 W@W)

Mag & game. Operational level game of the Fall 1941 battle for Changsha, the capital of Hunan Province, China. The city changed hands a few time, then become important as a way to deny support to Hong Kong. Covers the 2nd (Sept 1941 and 3rd (Dec 1941) attempts by the Japanese to secure the city. 3 scenarios including an intro. Uses a chit activation system. Btlns/Rgts level, 3km/hex, 1-2days/turn, 280 counters. Bill Xuan'19 / ARTICLES ON: Second Battle of Changsha, China, 1941; Operation Foxley, plan to kill Hitler 1944; Battle of the Tannenberg Line, 1944; Weather at D-Day, June 6 1944; Australian Intelligence Services in 1942; Stalin's Turning a Blind Eye toward Barbarossa Preparations, 1941; the Axis in Afghanistan in WWII; The P38 Can Opener.

134817 [Chechen War, 1994-96 # 40 \(Dec Gms ModW\)](#) \$29.50 zl

Part #	Title (Publisher)	Price	Box	Part #	Title (Publisher)	Price	Box
--------	-------------------	-------	-----	--------	-------------------	-------	-----

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

Mag & game. Includes variant/errata counters for Red Dragon Green Crescent #1 (17), Green Beret #18 (8), Kandahar #21 (4) & Dien Bien Phu #17 (3). Operational level game of the 1st Chechnya War, 1994-96. Russia attempts to quash the Chechan independence movement militarily. The Russian nation has little heart for the conflict, and Chechnya must bog down the war thru effective guerrilla action to force a political settlement. The Russian player must be concerned about their national will to fight, and the possibility of the largerCaucasus region seeking independence. 3mo/turn, BtlN/rgt level, 144 counters, 5km/hex. Javier Romero'19 / ARTICLES ON: Eternal War, Chechnya 1994-2009; Geopolitics of Cyberwarfare; MSB Hercules in the Persian Gulf, 1980-88; Anti-Ship Cruise Missiles, an Evolving Threat; Brazil's Prosub Plan; Russian Military Intelligence Threat to the West; Pack Animals in Modern Conflict; Tipping Point or Stasis in Afghanistan; Welcome to the Second Atomic Era; The Putative Legitimacy of Abu Bakr Al-Baghdadi; First Helicopter War: Algeria; Operation Linebacker 1972; a Unified & Nuclear Korean Peninsula.

131847 [Cold Start, Next India-Pakistan War #36 \(Dec Gms ModW\)](#) **\$29.50** [u](#)

Mag & game. Two player, strategic level game of the hypothetical crisis should India attempt a sudden and decisive attack on its neighbor, Pakistan. Fast playing & relatively simple. Div/corp level, and focused on the heart of Pakistan along its border with India. Includes the possibility of a nuclear exchange (begun only by Pakistan), as well as limited Chinese intervention on behalf of Pakistan. 176 counters, 35mi/hex, 3days/turn. Ty Bomba'18 / ARTICLES ON: The Next India-Pakistan War; Dawn of Precision Warfare in Vietnam; the Battle of Mosul; Warfighting for the 21st Century; Defending Argentina's Airspace Against Narcos; What Happened to the Bundeswehr; Justice in the South China Sea; Saudi-Yemen Border Wars & Missile Defense; Ireland's Plan to Invade Ulster, 1969; Carrier Capable U-2G Aircraft.

135554 [Colonialism 2nd \(Compass Gms\)](#) **\$69.00** [BC](#)

Expanded 2nd edition. Simpler 2-4 player game of European colonialism in portions of Africa & Asia in the 19th or 20th century. Players attempt to gain control over geography then exploit the area for resources. Players use individual decks of 24 cards that impact the players' influence. Includes a mounted board, 228 wooden cubes, 126 cards, and other pieces. Scott Leibbrandt'19

137407 [Commands & Colors Tricorne: ExpansionKIT \(Compass Gms\)](#) **\$58.00** [BC](#)

Kit adding 10 new battles, the French army and additional units for the British & American armies. Includes 98 blocks, 45 terrain tiles, and more. Scenarios include 4 covering Brandywine, one at Yorktown, one at Savannah, plus Pells Point, Springfield, Kings Mountain and Gloucester Raid. Richard Borg'19

137901 [Commands & Colors, Medieval \(GMT\)](#) **\$52.50** [DC](#)

New game in the C&C series covering the Byzantine Empire versus a host of enemies together with a changing face of warfare between 528-586AD. Includes mounted, oversized map, 330 blocks, 19 scenarios, 45 cards. Richard Borg'19

134211 [Commands & Colors, Napoleonics: Austrn 2 \(GMT\)](#) **\$38.50** [BC](#)

2019 printing. ■ Reprint. Kit for the C&C Napoleonics game adding the Austrian army & 20 scenarios set in central Europe in 1805 & 1809. Includes scenario booklet, 15 dbl-sided terrain tiles, 344 wooden blocks. R.Borg'19

138436 [Commands & Colors, Napoleonics: Prussn2d \(GMT\)](#) **\$42.00** [BC](#)

Reprint. Kit for the C&C Napoleonics game adding the Prussian army & 20 additional scenarios set in central Europe. Includes scenario booklet (with addtl rules), a terrain tile sheet, and a total of 245 wooden blocks. R.Borg'19

136302 [Commands & Colors, Napoleonics: Russian2 \(GMT\)](#) **\$38.99** [BC](#)

Reprint. Kit for the C&C Napoleonics game adding the Russian army & scenarios set in Russia or involving Russian forces during the Napoleonic Wars. Includes 220 wooden blocks (mostly green Russian but also blue French), and 20 scenarios including: 3 Eylau scenarios, Friedland, 4 Borodino scenarios, Berezina & more. R.Borg'18

138496 [Commands & Colors, Napoleonics: Spanish2 \(GMT\)](#) **\$42.00** [BC](#)

2018 Reprint Kit for the C&C Napoleonics game adding the Spanish army & scenarios set in Iberia. Includes 18 scenarios from 1808-13, plus 3 tile sheets, 4 player aide cards, 210 blocks & unit stickers. R.Borg'19

137650 [Commands & Colors: Greeks & E.Kngdms 3rd \(GMT\)](#) **\$42.00** [DC](#)

Reprint ■ 2019 Reprint of this 1st expansion kit covering Greece & the eastern Kingdoms. Includes a 2nd ed. rulebook w/ 5 additional scenarios (now 21 total). R.Borg'19

137351 [Commands & Colors: Roman Combo Pck Kit2d \(GMT\)](#) **\$42.00** [DC](#)

2019 Reprint. Expansion kit including the components of earlier Exp Kit 3 (Roman Civil War) & Exp 2 (Rome & the Barbarians). Covers the period of Rome's conquest of Gaul, the Servile War (Spartacus's rebellion) & more, 390BC-9AD, and also the Roman internal conflicts, esp that between Caesar & Pompey. '19

127714 [Conquest of Gaul: BtIs Warrior Queen Kit \(GMT\)](#) **\$14.00** [zI](#)

Kit providing 3 battle scenarios for Conquest of Gaul game: Camulodunum, Mona Insulii and Bannaventa, all from 60AD. Her husband murdered by the Romans, the queen of the Icenii tribe, Boudicca, rallies Britain to general revolt against the Romans. After destroying one legion, Roman training & discipline defeat the Brits. Includes a double-sided map covering the 3 battles & 120 counters. Requires Conquest of Gaul rules set to play. Brendan Clark, Stephen Welch'18

137770 [Constantinople Solitaire #318 \(Dec Gms S&T\)](#) **\$29.50** [u](#)

Mag & game. Solitaire game of the Byzantine Empire in the 7th or 8th Centuries, surrounded by enemies, during a time of two large Barbarian sieges of the city of Constantinople. Player's goal is to protect Constantinople while expanding Byzantine influence against a variety of independent ethnic & cultural forces. Player attempts to capture 4 barbarian home bases while not losing Constantinople, or most points at the end of the game. Each barbarian force follows a set path toward Constantinople which must be defended. Seasonal turns (3-12mo), 55mi/hex, 176 counters. Joseph Miranda'19 / ARTICLES ON: Constantinople, Bulwar of the Byzantine Empire 641-718; Armored Operations in Korea, 1950-53; the Thirty Years' War; Judean War of Independence, 175BC; Allied Laborers during World War I; Battle of Jutland 1916; Generalship of Harold Godwinson, 1065.

138042 [Coronel & the Falklands Islands \(Decision Gms\)](#) **\$18.99** [Fo](#)

Folio game of two naval battles by German cruisers, & the British hunting them, at the beginning of World War I. Coronel covers the Nov 1914 meeting engagement that resulted in the loss of British ships. Falkland covers the fateful encounter of the German East Asia Squadron with a large British force including battlecruisers that largely destroyed the Germans squadron. 98 counters, 1nm/hex. '18

132892 [Cortes et la Conquete du Mexique #137 \(VaeVictis II\)](#) **\$32.00** [u](#)

Mag & game. Strategic, area-move game of the Spanish conquest of the Aztec Empire, 1519-21. Each side has unique unit types: swordsmen, arquebusiers, crossbowmen, cavalry, cannons, knights, javelins and slingers. Uses a strategy chit to determine combat which is played on a small, separate board. 2mo/turn, 108 die-cut counters. Philippe Hardy'18 / French magazine of military history, covering board & miniatures games, in all eras with a particular fondness for French history. ALL text & rules in French; English-translated rules may be available for download.

<u>Part #</u> <u>Title (Publisher)</u>	<u>Price</u> <u>Box</u>	<u>Part #</u> <u>Title (Publisher)</u>	<u>Price</u> <u>Box</u>
--	-------------------------	--	-------------------------

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

132089 [Counter Sheet, Blank 1" White \(36\) \(GMT\)](#) [\\$2.50](#) [n](#)

Blank, unprinted countersheet of 36 all-white 1" square counters.

135711 [Counter-Attack, the Battle of Arras 1940 \(Revolution\)](#) [\\$24.00](#) [z1](#)

2-player, area-move game of the 21 May 1940 attack by British forces that gave the Germans their greatest fear of the French campaign as the offensive threatened to cut off the panzer divisions from the German infantry lagging behind. Includes one modest sized map, 1 countersheet, rgt/div level. Michael Rinella'19

137718 [Crusade & Revolution, Spanish Cvl War 2d \(Compass Gms\)](#) [\\$95.00](#) [FB](#)

Deluxe 2019 2nd editio of this card-driven game of the Spanish Civil War, 1936-9. Game includes 3 phases of the war: the first of small columns of units operating thru a very porous front; then the period of large units & mass mobilization; finally, the decisive phase ending in one side's complete surrender. Played on a national map with pt-to-pt movement. 4 scenarios lasting 1 year to the entire war. 110 cards, 2 countersheets. 60km/area, 1-2mo/turn, rgt/brig/div/corp level. This edition includes a larger, mounted map, larger counters & revised, color rules with new optional components. David Relloso'19

121721 [Cuba Libre, Castro's Insurgency 2nd \(GMT\)](#) [\\$40.00](#) [DC](#)

2016 2nd edition. Last copy. ■ 1st Reprint & revision of this game using the COIN (Counter Insurgency) system covering the model of the late-20th century guerilla revolution, Castro's overthrow of the corrupt Batista regime in Cuba. Beginning with just 12 dedicated men, Castro build's political base & allies with rival guerilla factions to throw the bastard out. Playable solitaire or with up to 4 players. Uses a deck of 48 cards to influence play. 52 cards, 106 wood pieces. V.Ruhnke, J.Grossman'16

137807 [Dark Sands, War in North Africa 1940-42 \(GMT\)](#) [\\$38.50](#) [BC](#)

Game of the war in northern Africa, 1941-42. Uses the Dark Valley game system. Begins with the British triumph over the Italians, ending with Alamein. Uses a chit activation system. 2 maps, 264 counters, 4.5-9mi/hex, 1-2mo/turn, 4 scenarios.. Ted Racier'18

136582 [Dark Valley, East Front Campaign 2nd \(GMT\)](#) [\\$42.00](#) [DC](#)

Deluxe Update of this large, 2 now-mounted maps, 3.5 countersheet game of the War in the East during WWII, designed by a yeoman designer. Core dynamic is chit activation including move, combat, Stavka reserve relocation, or Panzer movement & combat. Map covers Berlin to the Urals, Black Sea to Leningrad. 20mi/hex, div/corp/army level, 1-2mo/turn, 2 maps. 2nd edition has mounted maps, with the Barbarossa to Berlin on the back of one, plus thicker counters for Barbarossa to Berlin, and thicker counters for this game as well. T.Racier'19

138477 [Day of Waterloo \(ATO TPS Gms\)](#) [\\$29.00](#) [HP](#)

Game of one of the most-discussed battles of all of human history, the 24 hours that included the battle of Waterloo. Napoleon anticipated an attack by 4 nations' armies in 1815, and so elected to strike first at the divided English & Prussian armies, surprising both. Despite his strategic flair, Napoleon had lost his tactical finesse and the final battle of Waterloo on 18 June was simply a "pounding match." Game depicts leadership & morale as the key, together with tactics represented by the ordering of counters. 280 counters, mounted map. Designed by Mr. Napoleonics, Ed Wimple'19

138443 [Death Valley, Battles for the Shenandoah \(GMT\)](#) [\\$62.00](#) [DC](#)

Seventh game in the Great Battles of the American Civil War (GBACW) series. Covers the 8 battles in the Shenandoah Valley during the American Civil War. Includes scenarios for Kernstown (3/62), Winchester (5/62), Cross Keys (6/62), New Market (5/64), 2nd Kernstown (7/64), 3rd Winchester, Fisher's Hill (both 9/64) and Cedar Creek (10/64). Scenarios include 1/2 - 2 map settings. Regt level, 1960 counters, 5 double-sided maps, 1hr/turn, 145yd/hex, 50men or 1 cannon per strength point. Richard Berg'19

138317 [Desert One War, Persian Gulf 1979-81 #44 \(Dec Gms ModW\)](#) [\\$29.50](#) [n](#)

Mag & game. Operational level game of hypothetical US-led invasions in the Persian Gulf in the late 1970s or early 1980s. 2 scenarios covering a US invasion after the Iranian hostage crisis of 1979-81; 1 scenario covers a NATO invasion to sieze Persian Gulf oilfields after an oil embargo. Uses untried units for local, opposition forces. Models aire land & amphibious forces. US air transport is a major constraint. 228 counters, 60km/hex, 3-10days/turn, rgt/brig/div level. Joseph Miranda'19 / ARTICLES ON: Military Conflict in the Persian Gulf 1978-81; Congo's Shaba Wars, 1977-8; Hill 3234, Afghanistan 1987; Operation Eastern Exit, the Mogadishu Evacuation 1991; Tank Tuning, Cuban Style; Will Turkey Leave Nato?; Australia's New Defense Posture; A Port on the Med (Tartus, Syria); Venezuela 2019; Systems Warfare; Israel Strikes, the Next Middle East War; Baltic Defence College in Estonia; M249 Squad Automatic Weapon.

116662 [Dien Bien Phu #17 \(Dec Gms ModW\)](#) [\\$34.00](#) [n](#)

Mag & Game. Solitaire game of the decisive campaign of the First Vietnamese War in the Spring of 1954. The cream of the French forces in Indochina establish a fortress base at Dien Bien Phu in a remote Laotian valley, challenging the Viet Minh to a fight. But they wrongly assumed that the Viet Minh couldn't bring artillery into the area and lay siege to the entire fortress area. Player controls French forces attempting to hold out until relief arrives or to break the Viet Minh will to fight. Can be played by multiple players, each taking a different portion of the French forces. 176 counters, point-point map. Viet Minh forces must work their way up 4 separate tracks, with points roughly 0.5km apart, all leading to the central fortress area. 5days/turn, co/btlm level. J.Miranda'15 / ARTICLES ON: Dien Bien Phu, the Decisive Battle for Indochina; Operation Vulture, Plans for Direct US intervention at Dien Bien Phu; Kolwezi 1978, French Legionnaires to the Rescue in the Congo; the second Chechen War, 1999-2000; the Ukrainian Insurgent Army & Operation Vistula, Poland 1947; Future Weapons, the Global Strike Effort; Focus on Chinese Group Armies; US Century Series Fighters (F-100 thru F-106); US Sniper Weapons Development.

138705 [Distant Plain, Insurgency Afghanistan 3d \(GMT\)](#) [\\$55.00](#) [DC](#)

2018 Reprint of this 1-4 player game using the COIN game system (Andean Abyss, Cuba Libre), playing out the contemporary insurgency in Afghanistan after the US invasion in 2001. Two competing counter-insurgency factions must reconcile their differences to prevail against a twin insurgency. Terror, drug trafficking, extortion, sabotage, drones & more. Includes solitaire rules. 117 wooden blocks, 78 cards, 1-2yrs/turn. V.Ruhnke, B.Train'18

134651 [Down in Flames, Locked On \(Verssen, Dan\)](#) [\\$42.50](#) [BC](#)

Stand-alone game in the DiF game system which moves the system ahead to the 1970s to today, covering jet aircraft & combat. Includes many aircraft & several campaigns. The deadly nature of modern air-air weapons changes the nature of the game considerably. Includes the best-known aircraft from major nations (US, Germany, England, USSR, northern Korea, Pakistan, northern Vietnam, etc). In each dogfight, you combine the unique abilities of your aircraft with the action cards available to you to maneuver, evade attacks, and attack. Introduces the idea of range as well as heat seeking, radar & active homing. Missions come from wars of the jet age: Korean War, Vietnam War, Yom Kippur War, Desert Storm & more. Includes rules for both solitaire & multi-player play. 224 cards, 3 countersheets, 6 historical campaigns. '18

138630 [Dragon & the Cross \(Kuro Neko\)](#) [\\$65.00](#) [BC](#)

<u>Part #</u>	<u>Title (Publisher)</u>	<u>Price</u>	<u>Box</u>	<u>Part #</u>	<u>Title (Publisher)</u>	<u>Price</u>	<u>Box</u>
---------------	--------------------------	--------------	------------	---------------	--------------------------	--------------	------------

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

Game produced in Shanghai with English rules by a yeoman designer. Rules in Chinese & (broken) English. Covers the Taiping Rebellion in China from 1851-68, one of most brutal wars in human history. A rebellion leader saw himself as another son of god, and European nations were drawn into the conflict across China. Includes large map, 500 counters, 18 cards, and a whole bunch of typos & broken English. Suitable for solitaire play, 50km/hex, 1yr/turn. Richard Berg'19

137521 [Dragon That Engulfed the Sun #42 \(Dec Gms ModW\)](#) **\$39.00** [▮](#)

Mag & game. 2-player, strategic-level game of a hypothetical Chinese invasion of Japan in the 2020s. Based on the far-fetched idea that China helps the northern Koreans overrun the south and, being committed to war with the US, takes the opportunity to invade Japan. Includes air & naval support, AA missiles, cyber warfare, air & commando assaults. Victory based on occupation of Japanese cities & elimination of US naval units. 36mi/hex, 1wk turn, brig/div level, 176 counters. Eric Harvey'19 / ARTICLES ON: A Chinese Invasion of Japan in the 2020s; Operation Urgent Fury, Invasion of Grenada 1983; Rise & Fall of Al Qaeda's 055 (Arab) Brigade; Integrated Air Defense Systems; Venezuela's Armed Forces; India's Nuclear Triad; Pakistan's Other Insurgency; Post-heroic Warfare; Mechanizing the 82nd Airborne; the Real Red October, Mutiny on a Soviet Ship; Terminate, Soviet P-15 Anti-Ship Cruise Missile.

133338 [Dragon vs Bear, China v Russia #12 \(Dec Gms ModW\)](#) **\$25.50** [▮](#)

Mag & game. Game covers a future war between China & Russia sometime in the next couple of decades. Both nations' armies have grown smaller, but have many more weapons at their disposal. Uses multiple scenarios depicting various reasons for war & levels of mobilization. The use of "hyperwar" - modern technology - is deemed decisive in such a conflict & is emphasized in the game. Map depicts the area from Beijing to Vladivostok westward to Lake Baikal. A re-thinking of earlier East is Red game. 228 counters, brg/div/corp level. J.Miranda'14 / ARTICLES ON: The Bear: Russian Forces in the 21st Century; The Dragon: Chinese Special Forces; Mali, Struggle for Central Africa; Operations Ryan, Able Archer: the Brink of Nuclear War; Cold War Culture, Uranium prospecting in the 1950s in the US; NATO; South Africa's G6 Rhino; US M1 Carbine & its Cold War Career.

114895 [Duel in the North #48 \(Dec Gms W@W\)](#) **\$25.50** [▮](#)

Mag & game. Includes one errata counter for Red Tide West. Game of Army Group North's drive on Leningrad during the summer of 1941, June-Sept. Uses the Sedan game also used in Tobruk & Duel on the Steppe, including a unit activation system. Single scenario, with both historical & free setups. 12.5mi/hex, Div level, 228 counters. Map is larger & covers a broader area than Leningrad game on same subject. P.Youde'16 / ARTICLES ON: Army Group North's Campaign in 1941; Development of Allied Close Air Support in the European Theater of WWII; the Third Battle of Changsha, China, Dec 1941-Jan 142; Melvin Purvis, FBI Agent, in WWII; Origins of British WWII Commandos; German Flackpanzers in WWII; Orde Wingate, Lawrence of Ethiopia; Rangers at Pointe du Hoc.

138353 [Dunkirk, France 1940 \(Worthington\)](#) **\$55.00** [FB](#)

Block-series game of the German invasion of France, May 1940, that culminated in the humiliating British evacuation of their army at Dunkirk. Before the game, each player selects a strategy card with varying goals. In addition, additional cards provide events that add reinforcements, alter battles etc. Game is chit-driven, with various army commands activated for movement separately. '18

130041 [Eisenhower's War # 60 \(Dec Gms W@W\)](#) **\$29.50** [▮](#)

Mag & game. Published with 40 variant/errata counters for Midway Solitaire #54, with 1pg of variant rules. Game is a two player contest covering the last 11 months of World War II in northwestern Europe. 40mi/hex, 1-2mo/turn, corp level. Victory is measured against historical performance. Well-suited to solitaire play. 144 counters. 2 scenarios: historical & alternate invasion locations. Ty Bomba, Doug Johnson'18 / ARTICLES ON: Midway Solo #54 variant that extends the game and adds a few added units; Eisenhower's War, Ike as Strategist; Aleutians Campaign in Alaska in WWII; Neutralizing the French Fleet in 1940; Debrecen, the Last Hungarian Victory; Shanghai Under Japanese Occupation 1937-45; USS Silversides (Sugmarine); Trophy Panzers, Soviet's Captured German Tanks; Battle of Midway.

138046 [El Alamein, Rommel at Alam El Halfa \(Decision Gms\)](#) **\$19.00** [Fo](#)

Folio game of Rommel's attack at Alam El Halfa, immediately after his victory at Gazala, August 1942. Attempting another sweeping attack, Montgomery awaits with concentrated armored and antitank forces forewarned by Ultra intercepts. Uses the Fire & Movement game system, making support elements important. 100 counters, btln/regt/brig level, 1.5mi hex. '16

138171 [Empire of the Sun 3rd \(GMT\)](#) **\$53.00** [DC](#)

2019 reprint of this strategic level, card driven game of the Pacific thruout WW2. Unit scale is army land units, air flotillas, & individual capital ships. Includes the Burma-China theater, and all of that on one very nicely done map. 368 counters, 165 cards. 3rd edition (labeled 2nd) includes a mounted map, v2 of the solitaire system rules allowing you to play either side, and also includes the South Pacific scenario from C3i #30 with a small 11x17 unmounted map. 170 cars, 1.5 countersheets, 150mi/hex, Brig/div/corp/army level, 4mo/turn. Mark Herman'19

130084 [Empires & Alliances, WWI Across Europe2d \(Compass Gms\)](#) **\$75.00** [BC](#)

Revised & colorized update of AH's Guns of August. Strategic level div/corp level game of World War I thruout Europe, 1914-18. Can be played with up to 4 players. Now includes air, armor, forts & other enhancements. 1mo/turn, Corp level, 30mi/hex, 4 maps, 896 counters. Rob Beyma'18

137400 [Fall Blau, Army Group South 1942 \(Compass Gms\)](#) **\$109.00** [BC](#)

Simpler, very large game of the German 1942 offensive by Army Group South in southern USSR, June-Dec 1942. Game uses classic mechanics with possible during-movement combat for mech units, and the chit-determined unit strength ala Victory in the West system. Axis has ongoing supply constraints which limits their ability to attack everywhere at once. 9 scenarios (6 use 1 or 2 maps) & 3 campaign games. 5 maps, 980 counters, 3days/turn, 6.5mi/hex, brig/div/corp level, well suited for solitaire play. G.Blanchett'16

135742 [Falling Sky, Gallic Revolt Ag Caesar 2nd \(GMT\)](#) **\$55.00** [DC](#)

2018 reprint. 1-4 player game of the complex situation after Gaul had been conquered but not entirely subdued. Each of the many Gallic confederations has its own agenda, and rivalries exist between themselves and also with Celtic, Belgic & Germanic rivals -- as well as the hated Romans. Uses the COIN Counter-Intelligence game system, with mounted map, 200 wooden blocks, 77 cards. A.Ruhnke, V.Ruhnke'18

132243 [Falling Sky: Ariovistus Kit \(GMT\)](#) **\$26.50** [zl](#)

Expansion kit for Falling Sky focused on the Germanic threat to Roman dominance of Gaul posed by Ariovistus & his Germanic horde, 58BC (prior to the events of the base game). Allows 1-4 players to game Caesar's first entry into Gaul. Adds more aggressive, non-player forces and sturdy player maps. Also adds a campaign that covers the entire time Caesar was in Gaul. Includes 25 wooden pieces, 52 new cards, upgraded non-player rules. Also includes rules updates. '18

126860 [Fallujah 2004, City Fighting in Iraq #23 \(Dec Gms ModW\)](#) **\$25.50** [▮](#)

<u>Part #</u> <u>Title (Publisher)</u>	<u>Price</u> <u>Box</u>	<u>Part #</u> <u>Title (Publisher)</u>	<u>Price</u> <u>Box</u>
--	-------------------------	--	-------------------------

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

Mag & game. Solitaire game covering the US-led coalition's fight for the Iraqi city of Fallujah in April & Nov 2004, which became the biggest pitched battles of the war in Iraq. Player controls western forces on a somewhat abstracted point-point map of the city (superimposed on a satellite photo of the area). Goal is to amass points for total kills, capturing objectives and eliminating high value targets. 176 counters, area move map of the urban battleground. J.Miranda'16 / ARTICLES ON: Cold War Air Forces of NATO & the Warsaw Pact; First Commonwealth Division, 1950-3; Border War, South Africans & the Angolan Frontier; China's Naval Facilities in the Horn of Africa; Afghan National Army; Russian Strategy; Struggle for Mullah Fayyad Highway, 2006; Advanced Rotocraft; Israel's Submarine Force; Military Readiness of the Persian Gulf States.

138332 [Festung Europa, Western Europe 1943-5](#) [\\$61.49](#) [BC](#)
[\(Compass Gms\)](#)

Sequel to Shifting Sands. Covers the war in western Europe from the invasion of Italy in 1943 thru the defeat of Germany in 1945. Game system has been streamlined to eliminate all the many special cases. Includes Overlord scenario plus campaign game. Seasonal turns, 70mi/hex, corp/army level, 2wk/turn, 192 counters. M.Rinella'16

138172 [Fields of Fire 2, 5th Marines WW2-Vietnm](#) [\\$59.00](#) [BC](#)
[\(GMT\)](#)

Solitaire game following the US 5th Marine divisions exploits in World War II, the Korean War and in Vietnam. Designed as a solitaire game but has a 2-player option. Terrain is generated randomly via cards. Game puts the player in the position of company commander conducting a mission against a largely unknown enemy. Popular game, now with greatly revised (cleaned up) series rules. Includes terrain decks for Normandy, Korea, Vietnam; 55 card Action deck, 5 countersheets; 10-100m2 per terrain tile, squad/team level, 15-20mi/turn. Ben Hull'19

131722 [Fighting Formats: Battle of Kharkov Kit](#) [\\$32.00](#) [BC](#)
[\(GMT\)](#)

Expansion kit covering the German Grossdeutschland Division's actions as a mobile fire brigade during the difficult days in 1943-4. They have upgraded equipment including Tiger Is, but the Soviets also have upgraded equipment. Includes 5 double-side maps, 10 scenarios, Bryan VanNortwick'18

119581 [First Crusade #299 \(Dec Gms S&T\)](#) [\\$99.00](#) [n](#)

Mag & game. Solitaire game of the First Crusade in the Middle East, 1097-99. The player controls the Crusader forces and allied Byzantine & Cilician Armenian forces; the system controls the Seljuk Turks & Fatimids (& Assassins). The goal is to conquer the Holy Land while also doing some good deeds for Christensom. 176 counters, point-point map, seasonal turns. J.Miranda'16 / ARTICLES ON: the First Crusade, 1097-1099; Wings over the Alps, Airpower on the Italian Front in WWI; 507th Maintenance Company Battle, Iraq 2003; French Corsair Raider Jean Leger de La Grange, 1704; F-117 Nighthawk; Joan of Arc; Electrified Fence Along Dutch Border during WWI; Malaysian Counterinsurgency, 1946-60; Assyrian Siege Machine; the First Iron Warship.

136975 [First Saratoga, Sept 1777 \(Decision Gms\)](#) [\\$9.00](#) [Fo](#)

Small folio game of British forces under Burgoyne attacking fortified American forces in dense woods near Saratoga, 19 Sept 1777. Winning depends upon maneuver, keeping reserves, and concentration at key points. 40 counters, small map, btln/brig level, 352yd/hex. '16

132914 [Fleurus 1794 \(Vae VictisGm\)](#) [\\$34.00](#) [Fo](#)

Folio game of one the early, and big, victories of the young French republic. Republic forces gathered near Charleroi, seeking to threaten the Austro-Dutch forces in northern France, forcing them to withdraw. This battle resulted, and lasted an entire day, resulting in a French victory the assured the continued existence of the Republic. 216 die cut counters, rgt/brig level, 600m/hex, 90min turn. '18

116318 [Fornovo 1495, Dawn of the Italian Wars](#) [\\$56.00](#) [BC](#)
[\(Compass Gms\)](#)

Grand tactical game of a battle fought in 1495 between French forces under Charles VII and Condotierri forces of the League of Venice for control of northern Italy. Features 4 scenarios including the historical battle (fought across the Taro River), a free setup version, and a what-if that plays on Italian fears of a French drive on Parma. 20min/turn, 350yd/hex, btln/comp level. 2 countersheets, 1 map. B.Miller'16

130747 [Fort Sumter, Secession Crisis 1860-61 \(GMT\)](#) [\\$29.00](#) [BC](#)

Game of the US Secession Crisis of 1860-61, which ended with the namesake bombardment of Fort Sumter. Card-driven, fast-playing game using the key dynamic of Political Capital which can be used to manipulate the four dimensions of the crisis. 50 wood tokens, mouted board, 52 cards. Mark Herman'18

138136 [Fortress Europa 4th \(Compass Gms\)](#) [\\$66.00](#) [BC](#)

Signature edition updates from earlier AH & Jedko editions. Covers D-Day to V-Day in Europe using an evolution of the Russian Campaign system. Div level. Allows allied invasion beach selection, and covers the campaign rather intelligently. 1.5maps, 3 countersheets, 25mi/hex. This edition enlarges the map & counters, and incorporates errata. John Edwards'19

137778 [France 1940 #68 \(Dec Gms W@W\)](#) [\\$29.50](#) [n](#)

Mag & game. Game of the campaign in France, 1940. One scenario covers the historical battle, while a second scenario covers a hypothetical 1939 invasion of Germany by France after the invasion of Poland. Victory judged by achieving events such as defeating the Low Countries, capturing Paris, flanking the Maginot Line, etc. Includes a fair number of special rules covering para drops, Paris, special Panzer restrictions, Dynamo, etc. 2-3.5days/turn, div or corp level, 16mi/hex, 228 counters. Ty Bomba'19 / ARTICLES ON: France 1940, Strange Victory & Strange Defeat; Forlorn Battles, East Prussia 1944-45; Alam Halfa in northern Africa, Aug-Sept 1942; German Operational Indecision During Barbarossa, 1941; Naval Battle of Koh Chang, Thailand vs France in Indochina; Vichy France's Merchant Fleet in 1940; Military Metal Food Containers; Jeeps Fitted to Act as Locomotives on RR Tracks.

138124 [Front Toward Enemy \(MultiMan Pub\)](#) [\\$55.00](#) [BC](#)

Game of company/pltn level tactical combat in Vietnam, the level at which this game suggests the US lost its war. Uses a fast playing system that puts player in the role of company commander. 50m/hex, 5min/turn, 1-4man fireteam/counter. 10 scenarios that recreate twelve mission types that characterized the US war in Vietnam (including airmobile assaults, search & destroy, etc). 3 countersheets, 2 maps. Joe Chacon'19

135131 [Gallipoli 1915, Churchill's Gamble \(GMT\)](#) [\\$69.00](#) [DC](#)

Playable monster game of the first few days of the Allied invasion by a quarter-million men of the Gallipoli Peninsula in what is now northern Turkey. Game suggests that an Allied victory was within reach. Includes 2 maps and 10 countersheets, with single map scenarios. '18

136912 [Gandhi, Decolonization of India 1917-47](#) [\\$56.00](#) [DC](#)
[\(GMT\)](#)

1-4 player game using the COIN (Counter-Insurgency) game series to model the non-violent efforts led by Gandhi to end British colonial rule of India from 1917-1947. Ninth game in this series. Can be played solitaire or by up to 3 players, with the game system managing additional factions. Has great replay value. Short & long scenarios. Mounted map, 137 wooden pieces, 103 playing cards, 1 countersheet, 7yrs/turn, area move. Includes full solitaire game rules. Bruce Mansfield'19

135849 [Gate of Hell #49 \(Against Odds\)](#) [\\$29.00](#) [HP](#)

Part #	Title (Publisher)	Price	Box
--------	-------------------	-------	-----

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

Mag & game. Game covers the Union seaborne assault on Charleston, SC, late in the summer of 1863 which included all of the Union's ironclads, plus some of their best troops. A victory may well have led to an early end to the Civil War. Area move with a map of the area around Charleston. 3 scenarios including two one-turn scenarios covering the April 1863 naval assault on the city's defenses and the initial landings in July 1863; a third scenario covers the complete campaign. 200 counters. Rgt level. Paul Rohrbaug'19 Also includes a small, second game: ALL OR NOTHING. The Americans still held two forts along the Delaware River, blocking the sea supply route to British forces in Philadelphia in 1777. This game depicts the British attack on the two forts. '19

111310 [Gates of Vienna, Europe 1683 #295 \(Dec Gms S&T\)](#) **\$59.00** [z](#)

Mag & Game. 2 player game of the pivotal 1683 Ottoman siege of Vienna that threatened the whole of Europe. A multi-national Christian force turned the Ottoman's back. Based on the Red Dragon game system, with alternating phases allowing only a single action at a time. 1mo/turn, Army wing level, 12mi/hex, 228 counters. J.Miranda'15 / ARTICLES ON: At the Gates of Vienna, 1683; Battle of Germantown, 1777; Greyhound v Tiger at St Vith, 1944; the Catalan Grand Company, 14th Century eastern Europe; Ambush on Blachorse Convoy, Vietnam 1966; Flavius Josephus; Declaration of Paris and the American Civil War; House at St Baussant; India v pirates.

136695 [Germantown, Washington Strikes, Oct 1777 \(Decision Gms\)](#) **\$8.49** [Fo](#)

Folio game of Washington's Continentals attack on sepearated British forces near Germantown, Pennsylvania in Oct 1777. The attack failed in dense fog, but could have threated the British hold on eastern PA. '15

130647 [Grant's Gamble, Wilderness Campaign 1864 \(Worthington\)](#) **\$39.00** [BC](#)

Blue & Gray series game using wooden blocks to portray the 1864 Wilderness Campaign as Grant attempts to isolate Lee's Confederate Forces who elude them in the Wilderness area east of Richmond. Modest complexity, corp level, point-point map. '16

133061 [Great Game, Rival Empires in CentralAsia \(Legion Wargm\)](#) **\$47.00** [BC](#)

2-player (or solitaire), card-driven game of rivalry between the Russian & British empires in central Asia between 1837 - 1886. Perceived threats by both nations prompted both to weave a complex network of intrigue & betrayal, colonial conquest & proxy wars that spanned a half century. Point-point map covering all of central Asia (Persia to Tibet to lower Russia. It is a chess game for the two imperial powers with repercussions still echoing today. 1 decade/turn, strategic scal, 196 counters, 54 cards. John Gorkowski'18

133081 [Great Northern War #302 \(Dec Gms S&T\)](#) **\$29.50** [z](#)

Mag & Game. Strategic level game of the Swedish-Russian War of 1700-09 that ended with the decisive battle at Poltava and the destruction of the invading Swedish army. Map spans area from Denmark to Moscow. Event chits allow for often wild fluctuations if you can occupy key locations. Key dynamic is the occupation of fortresses which provide both victory points & morale points. Seasonal turns, 228 counters, multiple scenarios, 45mi/hex. J.Miranda '16 / ARTICLES ON: the Great Northern War; Battle of Tours, 732AD; Poland Resorted, Battle of the Niemen, 1920; Nez Perce War of 1877; Polish Bombers of the 1930s; Military Science in the Age of Charles XII & Peter the Great; European Bows on the SW Frontier; Soviet Navy's 100mm AA Gun.

138674 [Great War at Sea: Jutland 1919 Kit \(Avalanche\)](#) **\$25.00** [z](#)

Scenario kit for the GWAS Great War at Sea game series. Presents the new classes of battleships, battlecruisers and lesser armored cruisers planned but never built by Germany & Britain late in World War I. Presents 80 new counters with 31 new scenarios, plus historical discussion of the possibilities. Reqs Jutland game and High Seas Fleet kit to play all scenarios. '19

138675 [Great War at Sea: Rise of the Dragon Kit \(Avalanche\)](#) **\$25.00** [z](#)

Kit which depicts what might have been had the Imperial Chinese government gone ahead with its plan to build a fleet of 8 dreadnoughts & 20 cruisers in the first half of the 20th century. Requires Russo-Japanese War to play all 20 scenarios. '19

136790 [Great War Commander \(Hexasim Game\)](#) **\$75.00** [BC](#)

French-produced, English & French language boardgame of tactical combat during World War I based on the Combat Commander game series. Card-driven game emphasizing the rigid command structure of the period to depict platoon level combat on the Western Front, 1914-18. Includes 16 historical scenarios (including 1 intro scenario, 1 3-player scenario & 4 involving tanks). Fate cards allow actions to be taken, and Strategy cards reflect the involvement of the High Command. Includes 6 double-sided map panels, 452 counters, 270 cards. Platoon level, 50m/hex, few minutes/turn. '18

130608 [Great War, 1914-1918, 3rd \(One Sml Step\)](#) **\$54.00** [BC](#)

Updated from much earlier Rand (and WEG) editions. Strategic level, area-move game of World War I in Europe. Units represent armies or corps or naval squadrons, with other specialized unit types. 7 scenarios plus a campaign game that links all of them. For 2-7 players (so includes diplomacy). Mounted map, 1 countersheet. moderate complexity. A.Nofi'16

115045 [Green Beret, Vietnam Solitaire #18 \(Dec Gms ModW\)](#) **\$99.00** [z](#)

Mag & game. Game is a solitaire game of command of a Green Beret team in the Central Highlands of Vietnam in the mid-60s. You must lead your team thru a variety of randomly determined missions, selecting the men & material needed for the task. Accomplish the mission with a minimal footprint to win. 176 counters. E.Harvey'15 / ARTICLES ON: Green Berets & the Civilian Irregular Defense Group in Vietnam, 1961-5; Capt Roger Donlon & His Stand at Nam Dong; Operation Musketeer, the Anglo-French Intervention at Suez in 1956; Armies of the Suez Crisis of 1956; East African Insurgencies; China's Liaoning Aircraft Carrier; Iraqi Army v ISIS; Martin Matador, the pioneer Cruise Missile.

138556 [Hawaii, 1795, Kamehameha's War \(Decision Gms\)](#) **\$11.99** [Fo](#)

Kamehameha, a Hawaiian. led a campaign to unify the Hawaii islands in 1795. One player represents Kamehameha, the other the allied forces of Oahu & Maui. Games system based on the Ancient Wars system with the addition of cards providing special events. Small map, 40 counters, 18 cards. '19

137879 [Hearts & Minds, Vietnam 1965-75 3rd \(Compass Gms\)](#) **\$59.00** [BC](#)

Third iteration of this strategic level game of the US war in Vietnam, 1965-75. Includes 8 scenarios beginning at different stages of the war, allowing the player to begin play in almost any year. Includes mechanics covering guerilla warfare, political turmoil, and the advantage of veteran troops. Area movement, abstract scale, 3 countersheets, 80 cards. Fast playing. John Poniske'19

132896 [Hellespont 411-410 BC #139 \(VaeVictis II\)](#) **\$32.00** [z](#)

Mag & Game. Game of the land & naval battles for Hellespont, 411-410BC, during the Peloponnesian War. Area-move, 1mo/turn, 108 counters. Frederic Bey'18. French produced, French language magazine; all text & game components in French.

105275 [Hindenburg's War #288 \(Dec Gms S&T\)](#) **\$37.50** [z](#)

Part # Title (Publisher) Price Box Part # Title (Publisher) Price Box

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

Mag & game, special edition. Strategic level, 2 player game of fighting on the Western Front during the final year of World War I, beginning with the initial German offensive in March & ending with the armistice in November. 15km/hex, 15days/turn, brig/div level. 456 counters, 2 maps. T.Bomba'14 / ARTICLES ON: The Last Year of World War I in the West, 1918; the Schlieffen Plan, Blueprint for Victory or Myth?; East Timor, 480 Yrs to Freedom; War of the Cities, the Thirteen Years War, 1454; the Battle of Avai, 1868; Cannae, Unanswered Questions; Spanish Galleons; US Navy's Automatic Big Guns; High Altitude Planes during the Cold War.

130641 Holdfast, North Africa 1941-42 (Worthington) \$50.00 BC

Third in the Holdfast game series of block-style WWII games. This game covers the campaign in Northern Africa, 1941-2. Blocks represent divisional level units, plus airpower and leaders. Fast playing and basically a simple game system. '16

136901 Holdfast, Tunisia (Worthington) \$55.00 BC

Fourth in the Holdfast game series of block-style WWII games. This game covers the campaign in Tunisia, Nov 1942 - May 1943. Threatened with isolation and destruction by the Allied Torch landings to the west, and Montgomery's forces pursuing the Afrika Korps from Libya, the Axis mount a surprisingly stiff defense of Tunisia punctuated by several sharp offensives. The allies must capture the key ports of Bizerte & Tunis to defeat the Axis. '18

138346 Huzzah! v2, Wilderness Campaign (One Sml Step) \$59.00 BC

Second game in the Huzzah! series. Game with 8 scenarios covering various moments in the Wilderness Campaign of 1864. 3 scenarios for each of 5 & 6 May, plus 2 campaign scenarios. 2 maps, 3 countersheets. Richard Dengel'19

120888 I Will Fight No More Forever #82 (Compas PprWr) \$42.00 n

Reprint of this unique game of the flight (persecution) of the Nez Pearce Indian tribe from eastern Oregon to Montana & toward Canada & safety, in 1877. The US army attempts to coral & capture the tribe. Upgraded, colorized & expanded, now with a strategic map & 4 tactical battle maps, 1.5 countersheets. S.Newberg'16 / ARTICLES ON: New & upcoming Compass games; reviews of Commands & Colors Napoleonic Spanish Army, Commands & Colors Tricorne, DECGMS Battle of Lepanto #272, Blitz!, These Brave Fellows #39, HFD Till Darkness Goes, MMP None But Heroes, Western Desert Force, the War Storm game series including La Bataille de France 1940 & Paths to Hell, COL Napoleon 4th, WHITEDOG Shield Wall Hastings 1066; the Retreat of the Nez Perce history; British Strategy in Operation Skorpio.

135720 Ici, c'est la France, Algeria 1954-62 3d (Legion Wargm) \$49.00 BC

Reprint of this game of the bitter Algerian War for independence from France, 1954-62. Unique design includes 3 dimensions of conflict: political, insurgency & overt military. Ultimate purpose is to sour the French public's will to fight or to win the hearts & minds of the Algeria. Qtrly turns, rgt level, 344 counters. K.Kanger'13

129685 If Dragons Fight, China vs Taiwin (One Sml Step) \$39.00 BC

Game of a hypothetical Chinese invasion of the island of Taiwan in the next 5-some years. Invasion assumed to be prompted by a declaration of Taiwanese independence or the island's imminent acquisition of nuclear weapons. Sound familiar? 2 player, modest complexity game of all aspects of the invasion, including the preparatory blockage & air bombardment. 176 counters. Ty Bomba'18

135307 Invasion 1066, Stamford Bridge 2nd (Revolution) \$22.00 zl

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

126718 Invasion Afghanistan #26 (Dec Gms ModW) \$32.99 n

Mag & Game. Strategic level, solitaire game of the Soviet occupation and war in Afghanistan, 1979-89. Player controls Soviet forces attempting to destroy Mujahadeen morale & resources. Played in 5 (3 starting in 1979 & 2 in 1984) scenarios that pose missions that must be accomplished to win. 176 counters. J.Miranda'16 / ARTICLES ON: Soviet-Afghanistan War, 1979-89; US Strategic Air Command, From Nuclear Deterrence to Desert Storm; Prospects for War in the Baltic; Yemen Civil War, 2015; Replacing Argentina's Aging Air Force; China's Expanding Naval Mission; Russia's Ground War in Syria; Incidents on the Syrian-Turkish Border; Ilyushin IL-28 Tactical Bomber; The OH-6 Little Bird; the Last Jagdpanzer, Kanone.

137458 Islamic State, the Coming Libya War # 5 (One Sml CF) \$19.00 n

Mag & game. Solitaire game of a hypothetical US-led NATO invasion of Libya & Tunisia after these nations have collapsed into civil war & chaos. US-led forces including Libyan nationalists, Egyptian, NATO & anti-Islamic militias attempt to destroy a nascent ISIS organization before it can coalesce into a nation-state. Isis forces seek to maximize damage to coalition forces, including capturing & killing pilots, attrition to allied units, control of localities, etc. 3.5days/turn, btln/rgt/brig level, point-point movement. Javier Romero'17 / ARTICLES ON: Coming War Against Isis in Libya; Thiry Years War, Struggle for the Holy Land 1919-49; German Colonial Wars in South West Africa; US M3 Halftrack vs German SDK FZ-251; Armored Trains at War; Task Force Razor & the US Strategy vs Isis.

127389 Jenkins' Ear, War of... 1739-48 #308 (Dec Gms S&T) \$25.50 n

Mag & game. Strategic level game of the last of the ongoing conflict between the English & Spanish empires in the Caribbean Sea in the mid-1700s. Included the largest amphibious assault prior to WWII. Each individual ship of the line is represented, plus land units & prominent leaders. Players must manage production, defense of their key ports, and contend with weather & the seas. English must capture at least one Spanish port, and even then victory is not certain. 248 counters, abstract time units. Eric Harvey'17 / ARTICLES ON: War of Jenkins' Ear, 1739-48; Securing Texan Independence at San Jacinto 1836; French Armored Forces in 1940; Battle of Carrhae; Fort Frederica, Jenkins' Ear in Georgia; Career of Reuben Bernard; Geographic Determinism & the Russo-Japanes War.

136663 Jihad! 2nd # 91 (Compas PprWr) \$42.00 n

Mag & game. 2 player game of the rise of Islam thruout Europe, northern Africa & the Mid-East, 632-732 AD, during its most expansive phase. Muslim objective to to best the historical achievement. Good game on obscure subject. 5yrs/turn, 270km/hex, 280 counters. Stephen Newberg'19 / ARTICLES ON: Recap of Compass Expo 2018; Brotherhood & Unity: the War in Bosnia & Herzegovina 1992-5 Preview; Zepelin Raider Preview; the French Navy & Mers-el-Kebir; review of Fornovo 1495; previews of the Late Unpleasantness & Pacific Tide; review of DG Meuse Argonne; War for the Union designer notes; review of Supreme Commander; review of Battle Hymn.

124598 Kaiser's War in the East 1914-18 #301 (Dec Gms S&T) \$25.50 n

Mag & Game. Strategic level game of World War I on the Eastern Front, 1914-17. Key to game are victory points which are awarded per scenario and geographic objectives, lost with each unit destroyed, and must be used to receive reinforcements & perform certain actions. Corp level, with some specialized units like armored trains. Scenarios beginning in 1914, 1915 and 1916, each extending till winter of a year of the players choosing. 176 counters, 70km/hex, 1-2mo/turn. J.Miranda'16 / ARTICLES ON: World War I on the Eastern Front, 1914-18; Gustavus Adolphus in the 30 Years War; Varangian Guard of the Byzantine Empire; Naval Small Vessel Roles in Contemporary era; Battle of Boyne, 1690; Sparta's Surrender at Sphacteria 425BC; Soviet Pre-WWII Breakthru Tanks.

127404 Kandahar, Spl Forces In Afghanistan #21 (Dec Gms ModW) \$25.50 n

Part # Title (Publisher) Price Box Part # Title (Publisher) Price Box

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

Mag & game. Solitaire game in which the player controls a small Special Forces team in Afghanistan, 2003-13. System generates a variety of missions & enemy responses to your activities. Can be played cooperatively by 2+ players. 5men or 1 leader/unit, 176 counters, 200m/hex, variable time. E.Harvey'15 / ARTICLES ON: Struggle for Kandahar; Hill Battles for Khe Sanh, Vietnam; French Military Mutinies, Algeria & the Secret Army 1958-62; Nassar Strikes, Egypt in North Yemen 1962-67; the Nike Era, Air Defense Against Nuclear Attack; India's New Carrier, INS Vikramaditya; Cold War Culture, Era of Experimentation; Sweden's Unique Main Battle Tank, Stridsvagn 103.

138150 Kernstown, 1st & 2nd Btl of Kernstown (Revolution) \$49.00 BC

Boxed version. Game of the two battles of Kernstown, Virginia, March 1862 & July 1864. At the first battle, Stonewall Jackson attacks what turned out to be a superior Union force under Kimball. Tho the Confederates ran out of ammo and surrendered the field, it proved to be a strategic victory as the Union lost the opportunity to pursue and destroy Stonewall's forces. At the second battle, Union forces under Crook attacked what they thought were skirmishers & a small amount of cavalry. But Early & Breckinridge's forces were present & routed the Union forces who escaped capture only due to the failure of Confed cavalry to block retreat routs. Regt scale, with a chit-activation system. Fourth in the Blind Swords game system. 352 counters, 1 map. '19

136537 Kiev 1943 (VaeVictis II) \$37.00 Fo

French-produced, English & French-language, game of the Nov 1943 battle for Kiev and beyond, punctuated by a German counterattack in mid-November. 216 die cut counters. '19

136568 Konigsberg, Soviet Attack on E Prussia2d (Revolution) \$39.99 zl

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

132687 Korea, Fire & Ice (Compass Gms) \$65.00 BC

First game in an intended Operational Scal System series, a variation of the Road to the Rhine system, emphasizing the infrastructure of war. Operational scale game of the first year of the war in Korea, 1950-51. During this time, the northern Communists nearly overrun southern Korea and the Pusan perimeter, US forces invade at Inchon and rout the Communists, then as the US approaches the Chinese border, the Chinese intervene routing the US forces. 3 maps, 2 countersheets, 1wk/turn, 10mi/turn. Adam Starkweather'18

132904 La Victorie de Corbach 1760 #142 (VaeVictis II) \$32.00 n

Mag & Game. A Prussian force under Broglie attempts to prevent two French armies from uniting near Corbach, 1760. Having made contact, the Prussians attack what they mistakenly believed was only the French vanguard. Uses the Hastenbeck 1757 system. 200m/hex, 30min/turn. Nicolas Stratigos / French produced, French language magazine; all text & game components in French.

132903 Landau ou la Mort! #141 (VaeVictis II) \$32.00 n

Mag & Game. Landau or Death. Grand tactical game of the attempt by two French armies to relieve the city of Landau besieged by the Prussians & Austrians under the Duke of Brunswick and about to fall, 1793. The armies are separated by a river, and must surprise & overwhelm the defenders. 3 scenario (two playable solitaire), 108 counters, 1000men/strength point, 6km/hex, 1day/turn. Vincent Gerard'18 / French produced, French language magazine; all text & game components in French.

138714 Last Hundred Yards (GMT) \$42.00 BC

Innovative game of small unit, tactical combat in western Europe after the D-Day landings. The systems for initiative & reaction try to model how units actually behaved, with events happening more simultaneously than sequentially, and opposing player given a reaction cycle during which defenders MIGHT be able to react if attackers are seen. Victory is determined by achieving objectives. Modest complexity & solitaire suitability. 6 dbl-sided geomorphic maps, 4 countersheets. Mike Denson'19

137010 Last Stand at Isandlwana #314 (Dec Gms S&T) \$29.50 n

Mag & game. Grand tactical game of the British empire's worst defeat, the battle of Isandlwana during the Zulu War of 1879. The main Zulu force falls upon the the poorly prepared base camp of the British army, attempting to envelope & destroy it. British wins by doing better than the historical result of annihilation. High solitaire suitability. 5-20min/turn, 200m/hex, company level for British. Ty Bomba'18 / ARTICLES ON: British Last Stand at Isandlwana, Jan 1879; Vikings: Raiding Warfare & Empire in the Dark Ages; British Mesopotamian Campaign 1914-18; Battles of Gully Hole Creek & Bloody Marsh in the American South during War of Jenkin's Ear; The Danelaw during the Dark Ages; Battle of Oudenarde, July 1708.

135553 Late Unpleasantness, 2 Campaigns Richmnd (Compass Gms) \$75.00 BC

2 separate games sharing a similar game system and covering Union attempts to capture the Confederate capital of Richmond outright. GATES OF RICHMOND covers the Seven Days Battles as McClellan marches on Richmond in 1862. IF IT TAKES ALL SUMMER covers Grant's overland campaign of 1864, which included the battles of the Wilderness, Spotsylvania Courthouse & Cold Harbor. Both use a card-driven, point-point movement system, division level units, with stacking providing limited intelligence, and event cards that influence play. 12hrs or 2 days/turn, 2 maps, 2 countersheets, 110 cards total. Steven Ruwe'19

133123 Lebensraum, War for Europe 1941-5 2nd (Compass Gms) \$75.00 BC

Massive update by original designer of TWO highly strategic, modest complexity games of the war in Europe during WWII: namesake Lebensraum and mating West Front. Game begins in June 1941 and continues to the end in 1945. Each major campaign scenario can be played in isolation, or the complete grand campaign. Army-level units, with an emphasis on leadership, production, air & naval support & partisans. 3mo/turn, 50mi/hex, 3 maps, 640 counters. Stephen Newberg'18

130651 Lee's Invincibles, Gettysburg Campaign (Worthington) \$45.50 BC

Block-style game of the summer 1863 campaign in the eastern theater as Lee leads the Confederates on its fateful invasion of the Union states that ends at Gettysburg. Second in the Blue & Gray Campaign series, which link to form a grand campaign in the east. System features low unit density & high interactivity. UWA point-point of Virginia & Maryland '16

137383 Les Guerres du Roi Soleil 1667-1713 (VaeVictis II) \$29.00 Fo

French-produced, English-language game of the Wars of the [French] Sun King, Louis XIV, 1667-1713. Includes coverage of 5 wars on an operational/strategic scale: War of Devolution (1667-8), Franco-Dutch War (1672-78), War of Reunions (1683-4), War of League of Augsburg (1688-97), Spanish War of Succession (1701-13). Game of resources, recruiting, fortress-building and siege. 270 counters, 1yr/turn. '19

135028 Ligny 1815, Last Eagles (Hexasim Game) \$79.00 BC

French-produced game with English (& French) rules. Covers the battle of Ligny during the 3 days of Waterloo, June 1815. Third game in the Eagles of France series. Grand tactical scale, a focus on unit commitment to battle, morale, attrition & fog of war. Includes 2 short scenarios on the key moments of the battle, plus 2 hypothetical situations plus a campaign. Mates with Quatre-Bras 1815 game to cover more of the battle of Waterloo. 4 countersheets, 2 dbl-sided maps, regt level, 200m/hex, 1hr turn. Walter Vejdovsky'18

Part # Title (Publisher) Price Box Part # Title (Publisher) Price Box

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

- 137726 Lincoln (Worthington) \$33.00 BC**
 Card-driven, strategic-level game of the American Civil War. Cards allow players to maneuver armies, but also affect the blockade of the South and attempt to bring European nations into the war. Deck play & management is key to winning. Plays out in about 2 hrs. Martin Wallace'18
- 128735 Lion of Judah, War for Ethiopia 1935-41 (Compass Gms) \$52.00 BC**
 Game of the two campaigns in Ethiopia before & during WWII: Italy conquers Ethiopia in 1935-6, then British forces conquer Italian forces in 1940-1. Rgt/Brig/Div level, with irregular units, armor, air & HQ. Political events represented via random events. 352 counters, 1mo/turn, 75km/hex. Well suited to solitaire play. Javier Romero'18
- 133879 Little Bighorn 3rd (Legion Wargm) \$48.00 BC**
 2016 3rd edition. ■ Revision of this award-winning game of the battle that ended Custer's career as a rash Indian fighter commanding the US 7th Cavalry. Custer divides his forces then blunders into a mass encampment of Cherokee & Sioux Indian and is ultimately surrounded and annihilated. This game focuses on Custer's forces, with options for the arrival of Gibbon's forces and/or the use of the latter's gatling guns in this battle; Rosebud, a sister game, covers Cook's forces. Tactical level, with 20min/turn. Ammo and supply is a key factor. 440 large counters, 2 maps. M.Taylor'16
- 138358 Little Land, Battle for Novorossiysk (Compass Gms) \$99.00 BC**
 First in an intended Nemesis game system covering battles on the Eastern Front during WWII. This game covers the battle for Novorossiysk, a port east of the Kerch Straights, following a surprise Soviet invasion there, Feb 1943. In a sort of free-for-all, both sides scramble over much of the map to achieve their objectives. 2hrs/turn, 500yd/hex, co/pltn level, 2 maps, 8 counterheats, 4 scenarios, 2hrs/turn, 500m/hex, company level. Adam Starkweather'19
- 118796 Lock 'n Load: MODERN CORE RULES v4.1 Kit (Lock 'n Load) \$15.00 Bk**
 Updated 70pg rules manual (v4.1) for Lock n Load games in the post-WWII era (1960+). Includes charts & tables not found in the PDF version, and changes from earlier versions denoted in colored text. '16
- 118798 Lock 'n Load: WWII CORE RULES v4.1 Kit (Lock 'n Load) \$15.00 Bk**
 Updated 90pg rules manual (v4.1) for games in the WWII era (1930-59). Includes charts & tables not found in the PDF version, and changes from earlier versions denoted in colored text. '16
- 116991 Lone Jack, Battle at... (One Sml Step) \$21.00 Fo**
 Folio game captures the bitter, confused action along the main street of Lone Jack, Missouri, in August 1862. Low level tactical battle as unmounted Confederate cavalry clears the town. 140 counters, small map, company level, 80-100yd/hex. Uses the Rebel Yell system of tactical Civil War combat. Relatively complex. '16
- 137492 Long Range Desert Group (Decision Gms) \$11.50 Fo**
 Small solitaire game of the Allied special operations against Axis forces in North Africa, including attempts to kill or capture Rommel, 1941-2. Player must complete 1 of 4 missions to win a scenario, or complete all 4 missions to win the campaign. Co/btl level, area move, 75mi/inch, fast playing, simpler. '16
- 135957 Longstreet Attacks, Gettysburg, 2d Day (Revolution) \$45.00 BC**
 Boxed version. ■ Packaged in a halfcase box. Covers the critical 2nd day at Gettysburg, 2 July 1863, fro 4pm till twilight. During this day, Longstreet launched key attacks for position against Sickles' positions on the southern end of the battlefield. 5 scenarios, including a tutorial scenario covering the battle for the Round Tops, and the main scenario which begins at 4pm on 2 July. 140yd/hex, 20min/turn, 392 counters. Hermann Luttmann'18
- 134544 Longstreet Attacks, Gettysburg, 2d DayZL (Revolution) \$37.50 zl**
 Packaged in a ziplock. Covers the critical 2nd day at Gettysburg, 2 July 1863, fro 4pm till twilight. During this day, Longstreet launched key attacks for position against Sickles' positions on the southern end of the battlefield. 5 scenarios, including a tutorial scenario covering the battle for the Round Tops, and the main scenario which begins at 4pm on 2 July. 140yd/hex, 20min/turn, 392 counters. Hermann Luttmann'18
- 129619 Luzon Campaign, 1945 #59 (Dec Gms W@W) \$29.50 n**
 Mag & game. Solitaire game covering the American conquest of the main island of the Philippines against determined Japanese defenders, the largest campaign involving US forces in the Pacific. Player controls the US forces, and must seize key geography in a time-limited campaign (to allow for later invasions of Iwo Jima & Okinawa). Key dynamic is Operational Points which reflect a US unit's ability to do things including move & fight & sustain casualties. 258 counters, div level, 1wk/turn, 11km/hex. Ty Bomba'18 / ARTICLES ON: Luzon Campaign 1945; Fight for Hill 112 in Normandy, west of Caen; the battle for the Approaches West of Stalingrad, 1942; Chemical Weapons & Operation Sealion, 1940; the Sinking of the Leopoldville; the Lone KV-2 of Katauskaia.
- 115485 LZ Albany #24 (Dec Gms ModW) \$25.50 n**
 Mag & game. Covers the ambush of US air cav units (2nd btl, 7th Cav) in Nov 1965 in the Pleiku area of southern Vietnam that immediately followed another engagement nearby. 1hr/turn, impulse system, pltn level, 176 counters, area move. J.Poniske'16; ARTICLES ON: Ambush at LZ Albany 1965; South China Seas, the New Dragon's Lair; Egypt's Sinai Insurgency; Cenepa War, Peru v Ecuador, 1995; Tankers in the Gulf; Colombian Mercenaries in Yemen; Novo Selo Training Area in Bulgaria; Northern Korean Nukes; Assad's Strategy in Syria; Operation Vantage, Kuwait 1961; Threat Perception & Encirclement in Asia; Cold War Fighters, the LIM-series Fighter-Bombers.
- 138267 Mansfield, Crisis in the Pine Barrens (Decision Gms) \$11.50 Fo**
 Small folio game of the Battle of Mansfield, Louisiana, April 1864, as two Union armies converge on Shreveport. Confederate forces attack each column in turn, the first being that under Banks, resulting in a piecemeal rout of Union forces. Brig level, 440yds/hex, 40 counters. '16
- 133039 Maori Wars, the New Zealand Land Wars (Legion Wargm) \$45.00 BC**
 Board game of the various Maori rebellions against British rule by native New Zealanders in the period 1845-72 on New Zealand's northern island. The Brits regarded the Maori as fierce and very clever; they were defeated in the NZ interior more by infighting than by the Brits. Includes 7 scenarios, 3 campaigns, 264 double sided counters. Rgt or 150warriors/unit, 10mi/hex, 2mo/turn. John Poniske'18
- 137558 Marathon, the Battle of... (ATO TPS Gms) \$29.00 HP**
 Pivotal 490BC battle as ancient Greeks, badly outnumbered by their Persian foes but positioned in good defensive terrain surrounding an open plain, elected to attack. The Persians depended upon their cavalry, missile weapons & skirmishing, while the Greeks depended upon armor, swords & close-quarter fighting. When the Greeks closed on the Persians, the result was a slaughter and it set a course in human history. 194 counters, mounted map, chit activation system, melee & ranged fire, leadership & morale. Paul Rohrbaugh'19
- 137677 Marignan 1515 2nd (Ludofolie Ed) \$27.00 Fo**

Part #	Title (Publisher)	Price	Box
--------	-------------------	-------	-----

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

Update of a game appearing in a very early issue of Vae Victis magazine (#3). Game of the 5th War of Italy, July 1515-Feb 1517, which included the battle of Marignano that shaped the Swiss relationship with the rest of Europe. The French & their allies take on the Swiss and their many allies (including the Papacy, the Holy Roman Empire & the Kingdom of Naples). Both seek to gain control of the Duchy of Milano and Venetian areas held by the Holy Roman Empire. Players must collect resources each turn and pay their numerous mercenary forces -- or to bribe opposing forces. Game is both strategic and tactical, with both firepower & pike forces involved. English language edition. 1-2mo/turn, 1-2000men/unit, 216 counters. '16

138647 [MBT \[Main Battle Tank\] 2nd: 4CMBG Kit \(GMT\)](#) [\\$32.00](#) [BC](#)

Kit adding the Canadian forces (in the form of the 4th Mechanized Brigade) to the MBT game. Adds new countersheet, 2 dbl-sided maps & 5 new scenarios. Requires base MBT game to play. James Day'19

129296 [MBT \[Main Battle Tank\] 2nd: BAOR Kit \(GMT\)](#) [\\$45.00](#) [BC](#)

Kit adding the British Army of the Rhine (BAOR) to the base game. Includes British weapons: Chieftain, Challenger, Warrior, Scorpion, & more, as well as their TOE. Includes 4 double-sided geomorphic maps, 3 countersheets including 30 new leader counters, and 10 scenarios. James Day'18

134226 [MBT \[Main Battle Tank\] 2nd: FRG Kit \(GMT\)](#) [\\$45.00](#) [BC](#)

Kit adding the Federal German Republic (FRG) army as of 1987 to the base game. Includes several models of Leopard tank, Jaguar anti-tank guided missiles, aircraft, as well as an overall TOE. 10 scenarios covering actions all along the front. Adds 4 double-sided geomorphic maps, 3 countersheets, 11 data cards. James Day'18

122349 [Medieval Conspiracy \(Grebe GmDsgn\)](#) [\\$50.00](#) [DC](#)

2-6 player card & board game in which players are a noble family in Germany during the Middle Ages seeking to gain votes to be elected the new Holy Roman Emperor. Play is motivated by Action & Event cards which players bid on or receive from the deck, and play as part of their turn. Cards can have numerous & special affects, making each game unique. Board printed in German words & script, but game components otherwise in English. Includes 161 cards, 352 blocks, mounted map. U.Grebe'16

137747 [Merrill's Marauders, Commandos in Burma \(Decision Gms\)](#) [\\$11.50](#) [Fo](#)

Small solitaire game of Merrill's Marauders & British Chindits (special forces) operating behind Japanese lines in Burma late in WWII, 1943-4. Player must complete 1 of 4 missions, or all 4 missions in a campaign, to win. Co/btl level, 17mi/inch, fast playing, simpler. '16

117049 [Middle Creek, Eastern Kentucky Jan 1862 \(One Sml Step\)](#) [\\$21.00](#) [Fo](#)

Folio game of a small battle that largely determined the fate of eastern Kentucky during the American Civil War. A small force under Marshall faced Union forces under a then-unknown future president, James Garfield. After a long, bitter battle, the Confederate's supplies were thin and their army threatening to desert, making for a Union victory. Uses the Rebel Yell system for tactical Civil War combat. 140 counters, small map, company level, 80-100yds/hex. '16

129194 [Mike Force # 35 \(Dec Gms ModW\)](#) [\\$29.50](#) [u](#)

Mag & game. Solitaire game of US Special Forces operations in the I Corp area of Vietnam & Laos near the DMZ during the Vietnam War. Player controls US-led forces. You must exercise defensive operations to delay advancing Communist forces, while your offensive forces hit the enemy at selected ares. Includes 176 counters, Operational level, area move. 4 scenarios covering the early years of active US involvement (1961-4), the early years of active engagement (1965-7), Tet 1968 & the final years of the Mike Force program, 1969-70. Victory determined by points accumulated by many small activities, plus the costs of undertaking operations or receiving reinforcement. Joseph Miranda'18 / ARTICLES ON: US Special Operations in Vietnam; the Hunt for Osama Bin Laden; CIA's Double Agent in Pakistan; Possibilities for a Sino-American War; Africanization of Jihad; Russia Targeting Underwater Cables?; Joys of Coalition Warfare; MBT Upgrades; Turkish Brigade in Korea; Unreported Air War in Tunisia,

126719 [Modern Battles, Kaliningrad & Mosul # 27 \(Dec Gms ModW\)](#) [\\$25.50](#) [u](#)

Mag & game. Pair of games at grand tactical/operational scale covering now-historical combat between ISIS & Coalition forces for the Iraqi city of Mosul, and a hypothetical, preemptive attack by NATO & Visegrad forces on Kaliningrad (& the Russian Baltic Fleet's base there). Includes electronic warfare & airpower. 176 counters, Btl/Brig level, 1.8-4km/hex, 12-72hrs/turn. J.Miranda'16 / ARTICLES ON: Crisis in the Mid-East; Myth of Modern Airpower; Breaking the Phalanx (Again); US Commandos in the Korean War; Is the Lord's Resistance Army Back?; Piracy in the South China Sea; Turkey's Army; I Was There: Operation Protea, Angola, August 1981; North Korean Cyber War Units.

137571 [Mollwitz & Chotusitz, Blts Silesian War \(Clash Arms\)](#) [\\$60.00](#) [BC](#)

Game covering two battles of the First Silesian War. Both involve Frederick the Great early in his career, but without the refined Prussian army of later years. At Mollwitz, Apr 1741, Frederick was outmaneuvered by Neipperg, and the Prussians must escape encirclement by advancing toward awaiting Austrian infantry across a snowy field while Austrian cavalry tries to slow or distract them. Chotusitz covers the May 1843 battle where the Austrians under Charles has outmaneuvered and surrounded a portion of the Prussian army. They must attack quickly before the bulk of the Austrians arrive as reinforcements. 2 maps and 700 counters, v3.3 of series rules. Relatively small number of counters are on the map at any time. Ed Wimble'18

137469 [Montelimar, Anvil of Fate \(Compass Gms\)](#) [\\$105.00](#) [BC](#)

Game of the Allied expansion from their secondary invasion in the south of France, Aug 1944. The Germans were in retreat, but the Allies were constrained by logistics in what they could pursue. The Allies began to surround the German 19th Army; the desperate Germans respond by moving thru the Rhone Valley making Montelimar the focal point of the 8-day battle. Third game in the Company Scale System game series. 8 scenarios involving 1 to all 5 maps, 6 countersheets, 2hrs/turn, 500m/hex, co/pltn level. Adam Starkweather'18

134065 [Mortain Counterattack, Drv to Avranches \(Decision Gms\)](#) [\\$18.99](#) [Fo](#)

Folio game of the key German attack aimed at cutting of the thin supply line to the Allied breakout near Avranches south of Normandy. The Germans mass 4 panzer divisions near Mortain, attacking the US 30th Inf which is tasked with buying time. Emphasis on special units' abilities, and support by artillery & aircraft. 100 counters, small map, btl level, 0.5mi/hex. '16

136421 [Moscow, Advance Army Group Center #317 \(Dec Gms S&T\)](#) [\\$29.50](#) [u](#)

<u>Part #</u> <u>Title (Publisher)</u>	<u>Price</u> <u>Box</u>	<u>Part #</u> <u>Title (Publisher)</u>	<u>Price</u> <u>Box</u>
--	-------------------------	--	-------------------------

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

Mag & game. Operational level game of the German drive on Moscow from October 1941 - Jan 1942 using the Leningrad 3rd game system, itself evolved from the popular PanzerGruppe Guderian system. Includes untried Soviet units, abstracted air power, weather, overrun, Soviet fortification. 30mi/hex, 1wk/turn, brig/div level, 176 counters. Eric Harvey'19 / ARTICLES ON: Moscow 1941, Turning the Tide of Barbarossa; First Sino-Japanese War, 1894; Bleeding Kansas, Kansas-Nebraska Act to Statehood; Battle of Malplaquet, 1709, during the War of Spanish Succession; Halifax Explosion of 1917; Farm Fences & the Battle of Gettysburg, 1863.

130611 [Nato, Nukes & Nazis II \[2nd\] \(One Sml Step\)](#) [\\$50.00](#) [BC](#)

Largely a graphical update of the once-popular alternate history game positing that the Axis nations survived World War II, form the Warsaw Pact to rival the Allies' NATO forces, and World War III breaks out in the 1990s. Covers the two fronts of the European war: Germany's border with France and its border with the rump of Russia. 2 maps, 3 countersheets. playable by 2-4 players. Ty Bomba'16

138455 [Navajo Wars, 1598-1864 2nd \(GMT\)](#) [\\$48.00](#) [BC](#)

Reprint. Solitaire game of the Navajo Nation thru 3 centuries of conflict in what is now the American Southwest, 1598-1864. Player must use planning & cunning against an ever-changing set of outside threats. Enemy actions based on cards interpreted thru an instruction matrix. Includes the full range of tribal activities, from raiding enemy settles & outposts, to building population, to planing & harvesting the vital corn that sustains the tribe. Mounted map, 1.5 countersheets, 80 cards, 20 wood cubes. Joel Toppen'19

132919 [Navios de Linea, Trafalgar 1805 \(Trafalgar Ed\)](#) [120.00](#) [BC](#)

Ships of the Line, Trafalgar 1805, in English. Spanish-made, Spanish-language board game; English-translated rules set available as PDF from publisher's website. Includes 60 plastic (PVC) miniature ships to simulate the key Napoleonic naval battle of Trafalgar, 1805, which ended the French naval threat to England. Also covers other, lesser engagements. Basic & advanced rules, with considerable decision-making about what tasks each ship is performing each turn. Includes 10 geomorphic sea map tiles, 3 die cut countersheets of markers, 17 British, 18 French & 15 Spanish ships. 15min/turn. Crisanto Lorente Conzalez'16

135716 [Nemesis, Burma 1944 \(Legion Wargm\)](#) [\\$49.00](#) [HC](#)

Game of Burma in 1944. Th largely unsupplied & undermanned Japanese launch an offensive against India. At the same time, the Allies press into southeastern Asia from multiple directions, with a host of big-name leaders including Stillwell, Slim, Mountbatten and Chiang Kai-Shek, each with their own goals. Ultimately, the Japanese were soundly defeated. BtlN/reg/brig level, 10mi/hex, 15days/turn, 202 counters, 1 map. Kim Kanger'18

116675 [New World Order, Kiev & Ulaan Baatar #22 \(Dec Gms ModW\)](#) [\\$25.50](#) [u](#)

Mag & game. Includes two separate games. KIEV covers hypothetical grand tactical combat near the capital of Ukraine, Kiev. NATO forces supporting Ukrainian forces are attacked by a resurgent Russia. ULAAN BAATAR depicts a hypothetical battle between Russian & Chinese forces near the Mongolian capital. 1 map, 280 counters, btlN/rgt level with lots of specialized forces. Both games emphasize the use of technology in future battles. J.Miranda'16 / ARTICLES ON: Hyperwar in the 21st Century; ANZACs in Vietnam; 2001 Qala-i-Jangi Uprising; Boko Haram, Nigeria's Jihadist Insurgency; the Muslim Brotherhood; Scorpion, the Corporate Attack Jet; BGM-109G Gryphon Ground-Launched Cruise Missile; Saudi Arabia's Nuclear Strike Capability.

138336 [Night Fighter Ace, Air Defens of Germany \(Compass Gms\)](#) [\\$80.99](#) [BC](#)

Solitaire game of grand tactical plane-plane air combat over Germany during World War II. Based on The Hunters game system, this game creates a narrative around the pilot (player) seeking to increase his prestige, skills & rank - and live to fight another night. Each turn represents several days time, during which missions are flown to intercept British night bombers. Includes 32 nightfighter models representing Bf-109s, Ju-88s, Do-215/217, He-219 and Ta-154s. Players must cover 7 operational areas covering Germany & its approaches. Optional rules provide for a 2+ player game. 1 counterseet, 16 dbl-sdied aircraft display mats, 100 cards. Gregory Smith, Brien Miller'18

137159 [No Peace Without Spain 2nd \(Compass Gms\)](#) [\\$59.00](#) [BC](#)

2019 Deluxe 2nd edition. 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 fueled erupts. Point-point map, 55 cards that activate armies & provide events. This edition includes a mounted map. Don Herndon'19

132252 [No Retreat! Polish & French Fronts \(GMT\)](#) [\\$39.00](#) [BC](#)

Fourth Game in the No Retreat! series. Covers the invasions of Poland in 1939, and France and the Low Countries in 1940. Games are independent, but can be linked to allow variable French intervention. Card-assisted game makes every battle unique & a little unpredictable. Easy to learn system makes it good for beginners. 2-4days/turn, div/corp level, 18mi/hex. Carl Paradis'18

138734 [North Kursk, Battle of... \(Kuro Neko\)](#) [\\$42.00](#) [BC](#)

Chinese-produced game published with Chinese & (broken) English rules. Area-move game of the battles near Oryol at the northern German pincer at Kursk, July-Aug 1943. BtlN/rgt/brig/div level, 196 counters, 40 cards, 4days/turn. (Again, publisher's use of the English language is broken and odd phrases & misspellings abound.) '19

128063 [Norway 1940 \[Noruega 1940\] \(Trafalgar Ed\)](#) [\\$99.00](#) [BC](#)

Spanish-produced, Spanish-language game of the German invasion of Norway in April 1940. Colorful, A1 sized map, 580 counter. Point-point movement, including critical air & naval support for this campaign. English rules available via download. '18

121965 [October War, Arab-Israeli War 1973 # 25 \(Dec Gms ModW\)](#) [\\$45.00](#) [u](#)

Mag & game, special edition. Game is a new design (not a remake of earlier game by this name), a point-point movement game of the 1973 Yom Kippur War on both Sinai & Golan fronts. Emphasizes event markers that represent major events (often political) that shaped the outcome of the war. 2 maps, 352 counters, btlN/brig/div level. J.Miranda'16 / ARTICLES ON: The Yom Kippur War on the Sinai Front; Syria's Blunder, the Battle of the Golan Heights 1973; US 10th Mtn Division in Somalia 1993; Falklands War, 1982; Puntland (Somalia), a Significant Victory?; The J-20 (v F-35 & F-22); Iran's Quagmire; China & Vietnam, 1979; Biafra's Fatal First Strike, 1967; the Russian Flanker Fighter; US Army's Long Endurance Multi-Sensor Vehicle.

125497 [On to Paris!, the Franco-Prussian War \(Compass Gms\)](#) [\\$69.00](#) [BC](#)

Game uses VG's Civil War game system to model the Franco-Prussian War of 1870-1 with interactive play, initiative & variable turn length. 9 scenarios & campaign game. 456 counters. 15days/turn, 15mi/hex, corp/army level. M.Becvar'16

130079 [Opaque War, Ukraine 2014 # 34 \(Dec Gms ModW\)](#) [\\$30.00](#) [u](#)

Part # Title (Publisher)

Price Box

Part # Title (Publisher)

Price Box

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

Mag & game. Game of the military conflict between the Russian-supported Ukrainian rebels beginning with the Ukrainian govt's anti-insurgent operation in April 2014. The government tries to secure two cities & the major airport, while the rebels try to deny government control of the same 3 cities while putting other cities and the rail link to the Crimea. Limited fog of war until adjacent, plus the politics of the situation. BtlN/rgt/brig level, 10mi/hex, 176 counters. Covers the area northwest of Donetsk. Javier Romero'18 / ARTICLES ON: Russo-Ukrainian Conflict; Battle of Latakia, Israeli Navy in the 1973 Yom Kippur War; Strategic Air COMman in the Vietnam War; China's Global Naval Strategy; Victory thru Airpower, Russia's Robot Tanks; South Korean Armed Forces; Strategy Changes in Yemen; China's Border Wars; Fatemiyoun Afghan Fighters in the Syrian Civil War; Military Working Dogs in Modern Warfare; Admiral Aumwalt Jr.

123047 Operation Dauntless (GMT) \$40.00 BC

Grand tactical level game of the battles for Fonenay & Rauray in June 1944, about 20 days after D-Day. The British seek to drive inland from the D-Day beaches. Uses the Red Winter game system, with 90min/turn, 425yd/hex, and pltn/company level units. The Germans are defending their turf, and well-armed with Panther & Tiger tanks and can counterattack frequently, plus they the advantage of the bocage terrain. M.Mokszycski'16

117403 Operation Gertrud #49 (Dec Gms W@W) \$25.50 卐

Mag & game. Includes variant counters for Patton's Third Army #43 (9) and Crete 1941 #47 (7). Game of the hypothetical German invasion of Turkey in 1942. Turkish resistance is an issue, but the bigger concern is Allied involvement in Turkey. 176 counters, 58km/hex, 1wk/turn, 5 scenarios spanning early 1941 to early 1943. E.Harvey'16 / ARTICLES ON: Turkey in WWII; Luftwaffe's Airlift Capacity 1939-45; Campaign in southern Philippines in WWII; the Siege of Leningrad, 1941-2; Animals of Leningrad; the Travels & Travails of Fey von Hassel in the last year of WWII; Exercise Tiger, Prelude to D-Day; Small Vessels for Transport in the Pacific early in WWII; Italian Manned Torpedos.

133003 Operation Mercurv (MultiMan Pub) :137.00 DC

Game of the German airborne invasion of Crete, May 1941. Uses the Grand Tactical game series (Where Eagles Dare, etc), version 2. German parachute and air landing troops, and later army units, assault Crete which was held by 30,000 Allied forces. Over a dramatic, 9-day battle, the Germans wrestled the critical airfields from the Allies, forcing an Allied evacuation of the island. Covers all the major airdrops from Heraklion to Rethymnon to Maleme & Suda Bay. Includes a total of 9 maps, 8 countersheets, 9 countersheets ranging from small engagements to the entire campaign. Co/platoon level, 500m/hex, 2hrs/turn. Joe Chacon'18

124061 Operation Musketeer #32 (Dec Gms ModW) \$24.00 卐

Mag & game. Published with 52 additional units & markers for Combat Veteran #31. Game of the Israeli, French & English capture of the Suez Canal in 1956 & their attempt to impose a more favorable Egyptian government (to replace the popular, nationalist Nassar). Historical operations are depicted, with the eventual hypothetical of the USSR & US being drawn in militarily, and developing into a hot war confrontation with the possibility of nuclear exchanges. Emphasis is on command control modeled thru the use of independent activation of various national contingents. Includes air forces. 228 counters, 15km/hex, 1+days/turn. rgt/brig level. Joseph Miranda'17 / ARTICLES ON: Operation Musketeer, Invasion of Egypt 1956; Battle of Mogadishu, Somalia 1993; US effort to build Kajaki Dam in Afghanistan; Possibilities of a US-Russian Alliance in the 21st Century; Colombia's Peace Process; Australia's Defense; Logistics of Terrorism; Russia's Tu-16 Blackjack Bomber Today; Indian Artillery Saga; Reemergence of the Taliban; Houti Missiles & Saudi Arabia.

137781 Operation Serval #43 (Dec Gms ModW) \$42.00 卐

Mag & game. 2-player game covering the campaign in Mali during 2012-3. Islamist forces seized control of the northern part of the country & threatened the capital of Bamako. French forces intervene together with other African nations and routed the Islamists. Goal for both sides is to gain control of Mali. Central dynamic is each sides' command & control abilities, which are used for most activities from recruitment, activation & logistics. 2 scenarios: French intervention & the entire campaign. 50km/hex, 1-8wks/turn, co/btlN level, 176 counters. Joseph Miranda'19 / ARTICLES ON: Operatin Serval, Mali 2012-3; Downfall of Idi Amin, War in Uganda 1978-9; Groun Attacks on Airbases, 1978-2014; Liberation of Cyprus, Greece v Turkey; Jihad in Afrika, Burkina Faso; Rise of a European Defense Force in Place of NATO; Abe Doctrine & Japan; Iron Dome Air Defense of Israel; Integration of Russian & Syrian Air Defenses; 2019 Israel-Iran War.

135654 Operation Typhoon # 65 (Dec Gms W@W) \$29.50 卐

Mag & Game. Solitaire game of Army Group Center's final advance toward Moscow late in 1941, beginning in October. Player commands German forces. Soviet forces randomly materialize in a strength set by the terrain. Player must capture key geographic objectives. Includes dynamics for pocketing Soviet forces, and breakouts from those pockets. Game can be adapted to cooperative team play. 1-2wks/turn, Div level, 7.5mi/hex. 280 counters. Ty Bomba'19 / ARTICLES ON: Operation Typhoon, Germans at the Gates of Moscow; Objective Metz, 1944; Bougainville, Nov1943-July 1944; Resistance in Norway, 1940-45; Lost Eagles, Air Disaster over Morlaix France, 1942; the Decision to Attack the Soviet Union; Germany's Estonian Contingent in WWII; Schnell Zerstoror (German Ju-88 as fighters).

130588 Operation Whirlwind, Budapest Nov 1956 (One Sml Step) \$18.00 Fo

Folio game of the confused battle for Budapest in Nov. 1956 as the popular government declared its intent to withdraw from the Warsaw Pact, become neutral, and end one-party Communist control. The Soviets invade to prevent all this, resulting in street battles and a national revolt. 140 counters, small area-move map of Budapest. '16

134320 Operations Olympic & Coronet 2nd (Decision Gms) \$37.00 zl

Reprint in stand-alone game format of this major update of the long-popular, and first, solitaire game, SPI's Operation Olympic, plus a second companion game (Coronet). OLYMPIC covers the what-if the US had elected to invade Japan in 1945 and is updated based on new info. CORONET is a new game showing what if the invasion had reached the open plain around Tokyo. 2 maps, 560 counters. Both games can be played as solitaire or 2 player. J.Dunnigan, J.Miranda'18

124052 Pacific Battles, Malaya #51 (Dec Gms W@W) \$25.50 卐

Mag & game. Fourth game in the Pacific Battles games series. Game covers the Japanese drive down the Malayan Peninsula to Singapore in Dec 1941-early 1942. Players must expend supply to enable offensive actions, which gives an extra movement phase. Better HQs also extend activation range & other benefits. Special events handled via event chits. 280 counters, BtlN/Rgt/Div level. J.Miranda'16 / ARTICLES ON: Salvaging Battleship Row at Pearl Harbor; the Malaya Campaign 1941-2; Warsaw Uprising 1944; Hitler's War for Oil; Japanese Armed Forces Dec 1941; George Orwell; Grumman FM-2 Wildcat.

133838 Pacific Subs Solitaire #311 (Dec Gms S&T) \$29.50 卐

Mag & game. Solitaire game of the submarine war against shipping in the Pacific during World War II. Player commands submarine forces on patrol seeking to ambush enemy warships, sink merchant ships, rescue sailors & airmen, and gather intelligence. Includes individual patrols as well as campaigns offering the possibility of promotion if you survive. Play can play either Japanese or US forces. Combines strategic elements with the popular "run a submarine" scale. 280 counters. Chris Perello'18 / ARTICLES ON: Pacific Subs; Hammer of the West, Halting the Muslim Incursions into Europe, 645-878; Sheridan's Richmond Expedition; Anti-French Insurgency in Southern Italy, 1799-1806; Cynoscephalae, Legion v Phalanx, 197BC; Profiles of Several Famous WWII U-Boats.

<u>Part #</u>	<u>Title (Publisher)</u>	<u>Price</u>	<u>Box</u>	<u>Part #</u>	<u>Title (Publisher)</u>	<u>Price</u>	<u>Box</u>
---------------	--------------------------	--------------	------------	---------------	--------------------------	--------------	------------

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

135550 [Pacific Tide, the US v Japan 1941-45 \(Compass Gms\)](#) \$44.00 BC

Relatively compact & simple, strategic level game of World War II thruout the Pacific, 1941-5. Uses a fast-paced, card-driven combat & production system revolving around carrier operations. Designed as a 2-player game, it works well as a solitaire game as well. The Japanese must act fast as their advantages - initiative & pilot quality - dwindle over time, while the US must defeat Japan by the historical time frame. Area-move map, 1 countersheet, 51 cards. Gregory Smith'19

135021 [Panzer 3rd: Expansion Kit #4 \(GMT\)](#) \$46.00 BC

Expansion focused on the France 1940 campaign. Kit with two historical maps (and 8 maps total) of the area around Stonne, France, and scenarios with major forces from the campaign in France, 1940. Requires only the base game to play. Adds an emphasis to leadership w/ extra large counters. Includes distance solitaire game rules. 12 scenarios (2 of which are solitaire), 424 counters, 4 dbl-sided maps, 21 data cards for AFVs. James Day, Fernando Ramos'19

134858 [Panzer Grenadiers, Africa Orientale Ital \(Avalanche\)](#) \$65.00 BC

Complete game. Platoon level tactical combat using the Panzer Grenadier system, set in Italian East Africa (Ethiopia & Somaliland) as the British invade seeking to eliminate the Italian forces there. Complete game with 671 counters, 8 cardstock maps, 43 scenarios including 6 campaigns that link scenarios.'18

132404 [Panzer Grenadiers, Fire in the Steppe \(Avalanche\)](#) \$67.00 BC

Game in the Panzer Grenadier series. Covers the large, early battles in the Ukraine led by German Army Group South & Romanian Army Group Antonescu. Includes 42 scenarios, 562 counters, 8 maps. Includes the huge tank battles around Brody & Dubno, the Romanian assault on Kishinev, the siege of Odessa, and the encirclement of Kiev. Mike Bennighoff'18

137891 [Panzer Grenadiers, Korean War, Cntrattck \(Avalanche\)](#) \$64.00 BC

Second game in the Panzer Grenadier games series set in the Korean War, 1950. After a close call at Pusan, UN forces led by the US invade at Inchon and rout north Korean forces. Covers actions during that fluid period after the invasion thru the approaches to the Chinese border. 63 scenarios, 517 large counters, 200m/hex, pltn level. Jay Townsend'17

128974 [Panzer Grenadiers, Korean War, Pusan \(Avalanche\)](#) \$79.00 BC

Panzer Grenadier moves to the Korean War. This game covers many desperate actions during the late summer & fall as the southern Korean & US forces are besiged within the Pusan Perimeter (prior to the game-changing invasion at Inchon). Includes 48 scenarios from the first months of this war. 517 counters, 4 cardstock mapes. J.Townsend'14

137871 [Panzer Grenadiers, Road to Dunkirk \(Avalanche\)](#) \$75.00 BC

Game of the epic battle for survival waged by the British Expeditionary Force against the advancing Germans late spring of 1940. Includes 47 scenarios, and several campaigns combining scenarios.'18

134863 [Paths to Hell, Barbarossa, June-Dec 1941 \(Compass Gms\)](#) \$60.00 BC

Game of tactical combat during the first year of the German invasion of the USSR, June - Dec 1941 using the War Storm game system previously used in Las Barricadas. Key dynamic is leadership, which allows unit activation (required to do most actions) & coordination. 4 maps & 8 overlays, 5 countersheets, 13 scenarios. 12-15min/turn, 150-200m/hex, sqd/company level, suitable for solitaire. J.C.Cebrian, N.Eskubi'16

131558 [Peaks of the Caucasus # 61 \(Dec Gms W@W\)](#) \$29.50 n

Mag & Game. Game covers the 1942 German offensive in southern USSR, and the Soviet Uranus counteroffensive, with Stalingrad being only 1 hex on a mapboard. Offensive is divided between Stalingrad & the Caucasus front; command activation will allow operations on either front or sometimes both. Victory is based on geographical objectives (for Germans) and destroying enemy forces (for both). Corp/army level, 1mo/turn, 100km/hex, 2-6div/unit, 176 counters. Joseph Miranda'18 / ARTICLES ON: Axis 1942 Offensive in Southern Russia; the Royal Navy in the Pacific in WWII; Italian Army of WWII; Special Agent Leon Turrou; Germany's Coal Industry; the British Short Sterling; Soviet Economic Aid to Germany, 1939-41; the Typhoon, Flawed Fighter.

138721 [Pendragon, the Fall of Roman Britain \(GMT\)](#) \$66.00 DC

Counter-insurgency (COIN) series game of the fall of Roman-controlled Britain 300-400AD. For 1-4 players; can be played solitaire. Game covers the first raids by the Picts, Irish & Saxons to the establishment of governments replacing the Romans. Also covers the mix of political, religious and economic conflicts to 5th century Britain. Includes 83 cards representing tribes, events & special abilities; 320 wooden blocks, 1 countersheet. 25yrs/epoch, area move. Marc Gouyon-Rety'18

138062 [Phobos Rising! Insurgency on Mars \(Decision Gms\)](#) \$11.50 Fo

Small, solitaire folio game of a mass uprising or revolt on Mars & thruout the Solar System against the Earth Federation. Player begins the game with a handful of scattered team members & resources. Your goal is to recruit additional agents & skills, obtain specialized gear, and acquire shuttles to speed movment. 40 counters, 18 cards.'16

137875 [Pitt's War #92 \(Compas PprWr\)](#) \$42.00 n

Mag & game. Game covers the long-running rivalry between England & France in the Napoleonic era. Area-move map covers Europe well into Russia and the Middle East. One player controls the French Empire, the other the English-led coalition. Uses a force activation system. Contains scenarios for 1792-1800, 1805-1815 and the grand campaign 1792-1815. 1yr/turn, army/corp level, 228 counters. Stanislaw Thomas'19 / ARTICLES ON: the Armies of the Bar-Lev, Yom Kippur War; Review of CPS Red Storm Over the Reich, Vietnam Hearts & Minds, Korea Fire & Ice, Forgotten Legions; Preview of Blue Water Navy and Ostkrieg; Errata for MacArthur 2nd #90, Jihad 2nd #91, Hearts & Minds.

137961 [Poland Defiant, German Invasion 1939 2nd \(Revolution\)](#) \$32.00 zl

Updated from earlier Crown Games version. Covers the first 10 days of the German invasion of Poland, Sept 1939, as the Polish armies met the Germans in the open terrain of Poland allowing superior German mobility & firepower to do its work. The Germans have a rapid schedule, while the Poles must hold its key cities, so the game is balanced. Uses the chit activation system used in Konigsberg. 1day/turn, 280 counters, brig/div level. Stefan Ekstrom'19

138130 [Pragmatic War, War of Austrian Successn \(Compass Gms\)](#) \$59.00 BC

Third game in the No Peace Without Spain game series. This game covers the War of Austrian Succession, 1741-48. Charles VI dies without a male heir so has arranged for his daughter's hubby to become emperor. But Frederick the Great's capture of Silesia unravels that. The Austrians & other nations faithful to the original agreement take on the Bavarians, French & Spanish and sometimes Prussia. Card-driven game, 1yr/turn, point-point, corp level, 2 countersheets, 55 cards. John Firer'19

130937 [Prelude to Rebellion, Canada 1834-7 \(Compass Gms\)](#) \$79.00 BC

Card-driven game of a rare armed rebellion in Canada, 1834-7, as a push for liberalization & local control are resisted by the British government. Victory is based on control of urban & rural counties, level of organization, and the involvement of other nations in the conflict. Covers the period of conflict before actual armed hostilities broke out. Players are scored on their handling of the conflict, and can buy special events that suit their purposes. 3wks/turn, modestly simple. Includes 91 counters, 275 cubes, 147 cards. Marco Poutre'18

<u>Part #</u>	<u>Title (Publisher)</u>	<u>Price</u>	<u>Box</u>	<u>Part #</u>	<u>Title (Publisher)</u>	<u>Price</u>	<u>Box</u>
---------------	--------------------------	--------------	------------	---------------	--------------------------	--------------	------------

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

134359 Putin Moves South # 37 (Dec Gms ModW) \$35.99 u

Mag & games. Operational/strategic level, 2-player game covering a hypothetical future war between Russia and a coalition of states contesting control of central Asia (such as Turkmenistan, Uzbekistan, Kyrgyzstan). Likely combatants include Russia, NATO, China, Iran, and various Persian Gulf nations. Key dynamic is Command & Control points which enable performing selected operations. Goal is to gain secure control of the area. Corp-level, with special forces, air & cyberwar. 176 counters, 100km/hex, 3-14 days/turn. Joseph Miranda'18 / ARTICLES ON: Potential Conflict in the Eurasian Heartland; Use of Mercenaries by Modern Libya; Kurdish Insurgency 1984-99; French Mobil Operations in Indochina, 1950-54; the Chadian Army; NATO in the Arctic Ocean; Chinese War Games; Badakhshan Converging Tensions; End of the US Littoral Combat Ship Program; Bob Denard, Mercenary; European Air Force Aircraft,

132901 Qui Ose Gagne! [Who Dares Wins] #140 (VaeVictis II) \$32.00 u

Mag & Game. Solitaire, area-move game of the Allied Long Range Desert Group & SAS commando efforts in Libya, 1942. Outfit a patrol that while cover immense distance, approach discretely, recon the area of attack, and engage! 108 counters, 5 scenarios, 1day/turn, platoon level. Patrick Ruestschmann'18 / French produced, French language magazine; all text & game components in French.

136884 Raiders of the Deep, U-Boats 1914-18 (Compass Gms) \$72.00 BC

Solitaire game of U-Boat warfare during World War I, 1914-18. Player commands a single U-Boat, seeking to destroy as much Allied shipping as possible while living to fight another day. Action increases your crew quality & your own rank. 19 U-Boat types depicted. Based on The Hunters game system. Ian Cooper, Gregory Smith'18

134109 Rats of Tobruk # 64 (Dec Gms W@W) \$29.50 u

Mag & Game. Game of Rommel's Easter attack on Tobruk, April 1941, and with a second offensive in early May 191. Primarily involves the Australian 9th Inf in defense of the western half to the Tobruk perimeter. Uses a formation activation system intended to reflect the chaos of warfare. Company level, 6hrs/turn, 500m/hex. 280 counters. Eric Harvey'18 / ARTICLES ON: Attempt to Capture Tobruk Spring 1941; Allen's US 104th Infantry Timberwolf Division; Operation Toenails, New Georgia June-Aug 1943; Soviet War Plans in 1941; Q-Ship Ranen, 1940; Germany v Finland in Lapland 1944; Operation Brevity 1941 and Desert Tactics.

135614 Red Eagles, Air War Over Kuban Peninsula (Decision Gms) \$11.50 Fo

Small folio 2-player games with 40 counters, 18 cards & four pages of rules. Covers the air campaign over the Crimea & Kuban Peninsula in the USSR in early 1943. Units represent air regiments or gruppen. Bombing missions are demanded to attack ground units, and fighters must escort or intercept bombers. Player wins who attacks the right enemy targets while protecting friendly assets. 40 counters, 18 cards. '19

138226 Red Storm, Air War over Germany 1987 (GMT) \$55.00 BC

Sequel to Downtown depicting the hypothetical air war over Germany in the spring of 1987 at the outbreak of World War III. Depicts over 50 types of aircraft in service at the time. 36 scenarios ranging covering time from hours to days; these include 4 solitaire scenarios with bot rules. Emphasis is on the big picture & mission planning in a complex environment. Warsaw Pact has 37 aircraft types; NATO has 42. 5 countersheets, 2 maps, complex. Douglas Bush'19

136133 Red Tide South #315 (Dec Gms S&T) \$29.50 u

Mag & game. Includes 49 variant counters for Red Tide West #15. Game of the hypothetical event of World War III as the Soviets invade northern Italy via Austria or Yugoslavia. Soviet goal is to capture key features of the northern industrialized Po Valley of Italy. Includes Nukes & other WMD use. Stand-alone game that can be combined with earlier Red Tide West. Regt/Brig level, 1day/turn, 10mi/hex, 280 counters. Eric Harvey'19 / ARTICLES ON: Possible Soviet Attack on Italy; Stalemate at Borodino, 1812; the Second Boer War, 1899; Callapse of the Civilized Near East, Bronze Age Collapse c1300BC; Destruction of the French Army in 1812; von Spee's East Asia Squadron in 1914; Support for the United Kingdom by the Pacific island of Niue in 1914; Dr. Barnard's Breechloader Rifle.

136475 Revolution of 1828 (Renegade Gm) \$22.00 SB

Game of the American presidential elections of 1828 - the first fought bitterly in the pages of newspapers. John Quincy Adams & Andrew Jackson duke it out in a ruthless & malevolent way. Players select election tiles that fit their needs by advancing interests & discouraging your opponent, all trying to sway the voting public in your favor. All to become the 7th president. '19

136875 Rising Sun Over China, Sino-Jap War # 83 (Compass PprWr) \$45.99 u

Mag & game. Game of the Japanese invasion of China beginning in July 1937 thru the beginning of WWII in the Pacific (Dec 1941). 50mi/hex, div/corp level, 1mo/turn, 234 counters. Simpler game system. 4 short scenarios plus campaign. J.Gorkowski'16 / ARTICLES ON: Review of DG Tobruk #278; Strategy in CPS On to Paris!; Reviews of A Bold Fight, DG Minsk '44 #22, GMT Bloody April, VPG In Magnificent Style, CPS Paths to Hell, GMT Mr Madison's War, ACG Strike of the Eagle; Japan in China, 1937; Analysis of CPS Lamps Are Going Out, WWI;

138112 Roads to Gettysburg II [2nd] (MultiMan Pub) 137.49 BC

Combination of THREE previously separate games into one set (using one of the earlier game's name) Includes campaigns previously covered by Here Come the Rebels (1862 Antietam Campaign), Roads to Gettysburg (the 1863 Gettysburg campaign), and Rebels in the Whitehouse (the 1864 raid on Washington printed in Skirmisher magazine). Include 4 maps revised to include all the current GCACW terrain types, four countersheets updated to current standards, and a total of 23 scenarios (2 of which require the north map from Stonewall Jackson's Way II). Ed Beach, Mike Belles, Chris Withers'18

138333 Russia Besieged Deluxe [3rd] (Compass Gms) \$77.00 BC

Nicely produced corp/army level game of the war in the east, 1941-5. Includes production and step reduction. 528 counters, 2 maps, 2Mo/turn, 32mi/hex. This edition includes the prior expansion kit, refined scenarios, updated artwork, and 5/8" counter size. A.Lupinacci'18

138301 Schlieffen's War #319 (Dec Gms S&T) \$29.50 u

Mag & game. Strategic level game of the opening months of World War I on the western front, depicting the German Schlieffen Plan which emphasized a swing thru the plains of Belgium to outflank the Allies along the main border. Sudden death victory conditions based on control of a Paris or any German city hex as well as attritional victory at game's end. HQs are critical for movement & combat. 16mi/hex, 4days/turn, corp level, 176 counters. Ty Bomba and Doug Johnson'19 / ARTICLES ON: Schlieffen's War, War Plans of 1914; Battle of New Orleans 1815; Battle of Tannenberg, 1410; England's Pirate Wars, 1568-1725; American Civil War Rocket Warfare; Britain's First Incursion Into Afghanistan; German Artillery in the 1918 Offensives.

130088 Scourge of God 2nd #88 (Compass PprWr) \$42.00 u

<u>Part #</u> <u>Title (Publisher)</u>	<u>Price</u> <u>Box</u>	<u>Part #</u> <u>Title (Publisher)</u>	<u>Price</u> <u>Box</u>
--	-------------------------	--	-------------------------

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

Mag & game. Update & colorization of this strategic level game of the rise of the Mongol Empire thruout Asia in 12th Century. Primarily a solitaire game now, tho rules suggest each player play each side & total victory points. 5yrs/turn, 275km/hex. S.Newberg'18 / ARTICLES ON: Reviews of Brezhnev's War, Festung Europa, Prelude to Rebellion, BTL MAG Wagram 1809, Red Star White Eagle 2nd, Dien Bien Phu, Raiders of the Deep; Designer's Notes for Empires & Alliances; China 1937-9 Scenario for Absolute Victory; History of the battle of Wilson's Creek, 1861; Confederate commanders at Gettysburg, 1863.

128547 [Sealion, German Invasion of England #52 \(Dec Gms W@W\)](#) [\\$55.00](#) [□](#)

Mag & game. Game of the hypothetical German invasion of Britain in the Fall of 1940. Includes detailed air, land & naval components, tho assumes that the RAF lost the Battle of Britain. With a beautiful map of SE England from the Isle of Wight to the Thames Estuary, and coverage of many of the possible facets of the battle including Brandenburgers, paratroopers, naval combat, radar, coastal batteries and of course supply. 280 counters. E.Harvey, C.Webber '16 / ARTICLES ON: Sealion, the Invasion of Britain; First Battle of Tomaszo Lubelski, Poland's Lost Victory, 1939; Vella Lavella, Last Act in the Solomons; Battle of the River Plate, 1939; Italian Marshal Rodolfo Graziani; John McKinney, Pacific's Audie Murphy; Not Too Old to Fight, USS Arkansas.

137964 [Second WW at Sea, Cruel Sea \(Avalanche\)](#) [\\$69.99](#) [BC](#)

Large kit set for the Second Great War at Sea series in alternate history where World War I is settled by a treaty, but war returns in 1940. Focused on combat between Imperial Germany, France & Russia including airships, helicopters & aircraft. Includes 740 counters, 30 scenarios. Reqs Bismarck & Arctic Convoy to play all scenarios. '19

129399 [Second WW at Sea, Tropic of Capricorn \(Avalanche\)](#) [\\$45.00](#) [BC](#)

Complete game in the Second World War at Sea game series, set in the alternate history had the WWI been settled by treaty and WWII broke out in 1940. This game covers naval engagements in that universe along the coast of South America as Britain, Argentina & Chile take on Brazil's navy. 180 counters, 24 scenarios. '18

138581 [Sepoy Mutiny, 1857-8 #320 \(Dec Gms S&T\)](#) [\\$29.50](#) [□](#)

Mag & game. 2-player game of the Sepoy Rebellion in India against the British, 1857-8. Uses the They Died With Boots On game system with random command activation, rebellions & events. Each side aims to secure control of the Indian subcontinent. 2mo/turn, 40mi/hex, 2-10,000men/unit, 176 counters. Joseph Miranda'19 / ARTICLES ON: Sepoy Mutiny, Great Indian Rebellion of 1857-59; Spain's Expeditions in SE North America, 1526-68; Triumph & Failure of Strategy, 1776-78; Original WIndtalkers, Choctaws of Company E in World War I; Dogger Bank Incident of 1904; Centurions of Rome; Miscount in the Gulf of Bomba, 1940.

121399 [Shanghai Incident, Jan - March 1932 \(Decision Gms\)](#) [\\$19.00](#) [Fo](#)

Folio game of an early attempt by Japan to sieze Shanghai in 1932. They won tactically, but lost in casualties, politically and in confidence. Uses the Fire & Movement game system that emphasizes motorized & specialist units. Rgt level, 1km/hex, 100 counters. '16

136148 [Sixth Fleet #41 \(Dec Gms ModW\)](#) [\\$29.50](#) [□](#)

Mag & game. 2-player, strategic-level game of a hypothetical war between NATO & Warsaw Pact forces in the Mediterranean in the 1970s-80s. A new design bearing no relation to prior games by this name. Based on the Red Dragon Rising game series. Uses area movement, with adjoining key land areas & bases. 1-6 squadrons per air counter, 1 capital ship or small units for ships, 1"=20mi, 1-7days/turn. 228 counters. 2 basic scenarios: 1970s or 1980s. Based on the Red Dragon Rising system. Joseph Miranda'19 / ARTICLES ON: Sixth Fleet, Naval Confrontation in the Cold War; Rwandan Genocide; A Rare Success, Omani Insurgency 1965-75; Nanotechnology & Combat Sustainability; Russia's New T-34s; Terrorism in the Uighur area of China; Iran's Missiles; Air Power Over the Falklands; Combat Air Support Debate; Las Vegas & the Nuclear Test Site.

133494 [Skies Above the Reich \(GMT\)](#) [115.00](#) [DC](#)

Last copy. ■ Solitaire game in which the player manages a German Messerschmidt BF-109 fighter squadron in the face of endless American bombers & their dangerous escorts, late 1942 - early 1945. Can be played by 2 players as well. Fast playing, with individual missions lasting 30min. Player must decide upon what armaments to use, what style of attack to employ, and what to do in the face of escorts, all of which greatly influence the game. Uses wooden blocks to represent German aircraft. Includes mounted map. Individual fighter level, with turns representing seconds to minutes. Jerry White & Mark Aasted'18

134974 [Smolensk, Barbarossa Derailed \(MultiMan Pub\)](#) [\\$59.00](#) [BC](#)

Game of the battle for Smolensk, July-Sept 1941, using the Operational Combat Series (OCS). Hitler diverts the panzers north & south during August, and Soviet counterattacks presses the Germans thin before their return. Includes 7 scenarios, 4 countersheets. Said to be a good entry into the system as the game is smaller & simpler with limited special rules. '18

130556 [Soldier Kings: the Potato War Kit \(Avalanche\)](#) [\\$22.00](#) [□](#)

Kit for Soldier Kings that depicts the War of Bavarian Succession, 1778. Austria seeks to secure Bavaria, while Prussia seeks to prevent that. The result was a short war in which the armies scoured the land for food, esp potatoes. Also depicts the American Revolution during 1778, and the Russo-Ottoman War of 1768. Includes a map addition plus 69 new counters. '18

133341 [Sovuz '81 # 38 \(Dec Gms ModW\)](#) [\\$29.50](#) [□](#)

Mag & games. Simpler, 2-player game covering the possibilities of a hypothetical Soviet attack on Poland in 1981 as Poland began to distance itself from Soviet orbit. Soviet forces including those of eastern Germany & Czechoslovakia attack from all sides. Soviet success depends on getting Poland to toe the line without expending inordinate amount of military & political capital in doing so. Such capital is measured in activated Warsaw Pact units, destroyed units, captured & recaptured cities, and Soviet control of the rail network supplying Soviet forces in eastern Germany deterring a NATO response. 16m/hex, 3days/turn, div level, 176 counters. Ty Bomba'18 / ARTICLES ON: Soviet Plans to Invade Poland; Liberation of Kuwait, 1991; 1982 Hama Uprising in Syria; Russian Naval Renaissance; Peru's Shining Path Today; NATO's Deterance of Russian Aggression; China in the Arctic; Isis & Hamas; Rescuing the Yazidis of Iraq; Khasham Turkey Shoot, Russian-Syrian Force Beaten by a Kurdish-US force in Syria; Red Air Force 1945-53,

134236 [Space Corp 2025-2300AD \(GMT\)](#) [\\$57.50](#) [DC](#)

Fast playing 1-4 player game of capitalistic exploitation of space in 3 separate eras of the future. Played on 3 space maps printed on 2 mounted maps. Play options provide high replay value. Can be played solitaire. John Butterfield'18

133335 [Spanish Civil War, Belchite & Teruel #62 \(Dec Gms W@W\)](#) [\\$29.50](#) [□](#)

<u>Part #</u> <u>Title (Publisher)</u>	<u>Price</u> <u>Box</u>	<u>Part #</u> <u>Title (Publisher)</u>	<u>Price</u> <u>Box</u>
--	-------------------------	--	-------------------------

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

Mag & Game. Game covers the battles around Belchite, Aug-Sept 1937, as well as Teruel (Dec 1937) and Alfambra (Dec 1937 - Feb 1938) during the Spanish Civil War. Uses the Fire & Movement game system common to many of DG's folios games. 1km/hex, brigade level. 180 counters. Eric Harvey'18 / ARTICLE ON: Battles of Belchite & Teruel, Tipping Point of the Spanish Civil War; Allied Lend-Lease to the Soviet Union during WWII; Operation C3, Italian Plans to Invade Malta; Operation Causeway, US Formosa-Amoy Invasion Plans During WWII; Planned Swedish Invasion of Denmark by Den Danske Brigade in 1945; Could the US have Won the Battle of Wake Island, Dec 1941?; the USSR Polikarpov I-16 fighter.

136030 [Stalin, World War III \(Compass Gms\)](#) [\\$69.00](#) [BC](#)

Large, simpler game of two hypothetical Soviet offensives in the 1950s. Operation Pincher presents a Soviet attack into central Europe. Operation Sundown depicts a Soviet offensive into the Middle East & Iran. Each game uses two maps, and the two campaigns can be mated. Both games can be played by 1-4 players. 20mi/hex, div/corp level, 1wk/turn, 4 countersheets. Includes the use of nukes, which are limited in number on the Soviet side and limited by political considerations on the Allied side. Ty Bomba'19

133543 [Stalingrad, Verdun on the Volga \(ATO TPS Gms\)](#) [129.00](#) [BC](#)

First of a new line of games under the Last Stand Games brand (by Against the Odds). BtlN/Regt level, area-move game of the bitter, 2-month battle for control of Stalingrad in the Fall of 1942. Includes several scenarios depicting various timeframes of the battle. Uses an impulse game system akin to earlier Turning Point Stalingrad, with a more accurate Soviet OoB. 1 long map, 346 counters. Mike Rinella'18

136548 [Stalingrad, Verdun on the Volga \[ZL\] \(ATO TPS Gms\)](#) [109.00](#) [z1](#)

Ziplocked version. ■ Packaged in a ziplock with no box or die. First of a new line of games under the Last Stand Games brand (by Against the Odds). BtlN/Regt level, area-move game of the bitter, 2-month battle for control of Stalingrad in the Fall of 1942. Includes several scenarios depicting various timeframes of the battle. Uses an impulse game system akin to earlier Turning Point Stalingrad, with a more accurate Soviet OoB. 1 long map, 346 counters. Mike Rinella'18

136737 [Strategy & Tactics Quarterly # 2, US WWI \(DecGms STQtr\)](#) [\\$11.00](#) [n1](#)

Quarterly magazine dedicated to a single historical topic of military history. This issue is focused on America's involvement in World War I. Includes analysis, maps, orders of battle, descriptions of weapons, and biographies of notable military figures such as John Pershing, Billy Mitchell, the young George Patton, and Homer Lea, plus a map poster.'18

135054 [Strategy & Tactics Quarterly # 3 \(DecGms STQtr\)](#) [\\$12.00](#) [n1](#)

Quarterly magazine dedicated to a single historical topic of military history. This issue is focused on the battle for Stalingrad, Nov 1942-Feb 1943. '18

135633 [Strategy & Tactics Quarterly # 4, WWII \(DecGms STQtr\)](#) [\\$15.00](#) [n1](#)

Quarterly magazine dedicated to a single historical topic of military history. This issue is focused on a war that fortunately did not happen: World War III. Covers the military aspects of conflict between the US & USSR between 1945 - 1991. Includes maps & order of battles for each of six periods after WWII, and is well illustrated. '18

136109 [Strategy & Tactics Quarterly # 5, FFF \(DecGms STQtr\)](#) [\\$11.00](#) [n1](#)

Quarterly magazine dedicated to a single historical topic of military history. This issue is focused on all aspects of the French Foreign Legion, a long-standing colonial force still in existence (& in use to enforce the will of France upon the world). '19

137114 [Strategy & Tactics Quarterly # 6, D-Day \(DecGms STQtr\)](#) [\\$11.00](#) [n1](#)

Quarterly magazine dedicated to a single historical topic of military history. This issue is focused on all aspects of the D-Day invasion of Franch, 6 June 1944, and its follow-on campaign thru the breakout in August. '19

137768 [Strategy & Tactics Quarterly # 7 Crusade \(DecGms STQtr\)](#) [\\$10.50](#) [n1](#)

Quarterly magazine dedicated to a single historical topic of military history. This issue is focused on the Crusades in the Middle East over the course of 400 years of the latter part of the Middle Ages. Magazine explores the causes that prompted the initial crusades, the military advancements the crusades created, and the effects of those wars on the cultures of the world since. Note that as of this issue, the map posters are no longer included in retail copies. '19

134005 [Talon: Talon 1000 Kit \(GMT\)](#) [\\$25.00](#) [BC](#)

Kit adding a solitaire system to the game with hundreds of scenarios, plus a new AI empire with new weapons & ship capabilities & counters for the 2 player game. Kit adds 1,000 scenarios (thus the name). Jim Krohn'18

138506 [Tank Duel, Enemy in the Crosshairs \(GMT\)](#) [\\$55.00](#) [DC](#)

Card-based game for 1-8 players depicting tank-tank combat on the Eastern Front during World War II. Uses a simple, fast-paced action system. Multi-deck card-driven system with full solitaire rules. Displays reflect status of each tank & its crew. Fast playing. Many scenarios from basic engagements to elaborate, historical duels. 220 cards, 16 double-sided boards, 2.5 countersheets. Mike Bertucelli'19

137068 [Thunder in the Ozarks, Pea Ridge 1862 ZL \(Revolution\)](#) [\\$35.00](#) [z1](#)

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

135768 [Time of Crisis, Roman Empir in Turmoil2d \(GMT\)](#) [\\$45.50](#) [BC](#)

Reprint. 2-4 player, strategic level game of dynasties within the Roman empire enduring decades of upheaval, 235-284AD. Combines key elements of card-driven games & deck building games as players manipulate the Roman senate, military & populace. Players must counter random barbarian incursions while trying to jockey for maximum influence within the empire. Includes cards & a mounted map. Wray Ferrell, Brad Johnson'19

137372 [Time of Crisis: Age of Iron & Rust Kit \(GMT\)](#) [\\$19.00](#) [z1](#)

Kit expanding Time of Crisis. Adds new influence card, making deck building an aspect of the game, effectively doubling the number of choices players have. Also adds new emperor rules that puts them at-risk in command of armies. Also includes artificial intelligence rules allowing 1-3 players to play a full 4 player game. Includes a few counters, a set of player aid cards, new wooden pieces. Wrey Ferrell, Brad Johnson'19

137408 [Tinian, the Forgotten Battle \(Compass Gms\)](#) [\\$76.00](#) [BC](#)

Game of this lesser-known battle overshadowed by the invasions of Saipan & Guam. Third game in the Company Scale series of games of island invasions in the Pacific during World War II. This covers the well-planned and executed US invasion that lasted a mere 9 days. Includes 3 scenarios (first day, 2 days of securing the north of the island, final 3 days, plus 3 campaign games. Includes 1 map, 4 countersheets. Ross Mortell'19

138113 [To Take Washington, Early's 1864 Campgn \(MultiMan Pub\)](#) [\\$59.00](#) [BC](#)

<u>Part #</u> <u>Title (Publisher)</u>	<u>Price</u> <u>Box</u>	<u>Part #</u> <u>Title (Publisher)</u>	<u>Price</u> <u>Box</u>
--	-------------------------	--	-------------------------

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

Game of Jubal Early's 1864 campaign in which his small force swept out of the Shenandoah Valley to begin an advance on Washington DC, hoping to relieve pressure on Richmond. Early defeated a Union force at Monocacy Junction, but that delay caused him to arrive too late & too weak to force the now-reinforced forts around Washington. The game proceeds by refighting the battle at Monocacy; relative success there will influence the situation at Fort Stevens. Uses the Line of Battle game series. 3 maps, 840 counters, 12 scenarios plus campaign. Dean Essig'19

135865 [Union, War for the... 2nd \(Compass Gms\)](#) [\\$72.00](#) [BC](#)

Update of this strategic level game of the American Civil War, 1861-5, in 7 scenarios including 2 intro, 3 1-year, 2 western theater & grand campaign. Monthly turns, naval forces, many special rules, & leadership key. Updated map is enlarged to allow larger counter sizes. Units represent about 5000 men/strength point, with three levels of quality, plus corp & army leaders who can command varying numbers of units. River & seagoing navel units also included. Combat is largely attritional, with strength multipliers & dice roll modifiers influencing results from a d10. The Confederacies supply and recruitment abilities are represented on map and can be degraded thru loss. Also adds an event card deck. 1mo/turn, 22mi/hex, 2 maps, 4 countersheets, 25 tactical cards. Rob Beyma'19

136341 [Vietnam, Rumor of War \(Compass Gms\)](#) [\\$69.00](#) [BC](#)

2nd game in the Operational Scale (OSS) game series. Covers the war in Vietnam beginning with the US overt intervention in 1965. Can be played solitaire, and the whole war is designed to be played in a long weekend. Rgt/Div level, 1season/turn, 10mi/hex, Btl/regt/div level, 3 maps, 468 counters. Adam Starkweather'19

127656 [War, Europe 1939-45: Expansion Kit \(Compass Gms\)](#) [\\$69.00](#) [BC](#)

Expansion kit for The War, Europe 1939-45. Adds 12 new scenarios, including some hypotheticals such as had Germany not declared war on the US in 1941 & the invasion of Switzerland, plus others focused on specific areas of the war (such as Arctic Convoys, Kursk or Stalingard). Added rules provide for hidden buildups (allow The Bulge to occur), French & Soviet Surprise rules; solitaire diplomatic rules, and 49 variants. Includes 336 counters, new scenario & rules booklets. Ernie Copley'18

117100 [Wilderness Empires \(Worthington\)](#) [\\$45.00](#) [FB](#)

Block style, point-point move, strategic level game of the French & Indian War, as the allied French & Native American tribes resist English incursions into the sprawling French territory surrounding the Great Lakes. 2-4 players & playable solitaire. Includes nicely illustrated event cards. B.Molyneaux'15

138567 [Wilson's Creek, Opening Round in West \(Decision Gms\)](#) [\\$8.49](#) [Fo](#)

Small folio game of the first battle in the west (Missouri) during the American Civil War, Wilson's Creek, August 1861. Outnumbered by well trained Union forces attack scattered Confederate camps, but the battle devolves into a prolonged firefight giving the Confeds the advantage. Uses event cards and a small number of counters. Regt/brig level, 352yd/hex. '16

134861 [Wind, War in the..., Btl for Attu 1943 \(Compass Gms\)](#) [\\$45.00](#) [BC](#)

Covers the American invasion of Attu Island in the the Aleutian Archipelago seeking to recover this barren island from the Japanese who captured it at the time of Midway. What was to be a simple, week-long mop up turned into a month-long, meat grinder under brutal weather conditions tho the Japanese were seriously outnumbered. Includes 3 scenarios focused on key parts of the battle, plus the campaign. 1day/turn, 400yd/hex, company/pltn level, 246 counters, with rules for solitaire play. M.Nagel'16

138508 [Wing Leader, Supremacy: Eagles Kit \(GMT\)](#) [\\$27.00](#) [Fo](#)

Kit for Wing Leader Supremacy adding 23 new aircraft, 22 scenarios & a campaign system to the base game. Covers battles over Budapest, Leyte Gulf, Tali-Ihantala, Rabaul, the Kuban, and Operation Bagration. Lee Brimicombe-Wood'19

138230 [Wing Leader, Victories 1940-42 2nd \(GMT\)](#) [\\$49.00](#) [BC](#)

Reprint. First in an intended series of faster playing games covering massed aerial combat in WWII in a unique & intuitively understandable way. This first game covers air battles in the years 1940-42, including 23 scenarios for the Battle of Britain, Malta, Coral Sea, Midway, northern Africa and Stalingrad. Tactical map is essentially oriented in the vertical plane (rather than horizontal as is traditional), thus easily depicting altitude. Includes characteristics of 40 aircraft from all major combatants, 3 countersheets. Sqd level, L.Brimicombe-Wood'19

138458 [Wing Leader, Victories 2nd Update Kit \(GMT\)](#) [\\$32.00](#) [zl](#)

Update kit containing all the material updated in the 2nd edition of the base game in 2019. Includes rules, 4 countersheets (with counters & aircraft tiles), scenario booklet, player aid cards, and a new battle display. '19

127925 [Wing Leader: Blitz 1939-42 Kit \(GMT\)](#) [\\$25.00](#) [zl](#)

Kit adding more aircraft & scenarios, expanding the game into the USSR in 1941, Australia, Mongolia, France, the Mediterranean, and adds a Barbarossa campaign game (Drive on Kiev). Includes a map, 16 aircraft tiles, 140 counters. Reqs Wing Leader Victories to play. '18

134355 [Yamato Unleashed, Battle Off Samar #46 \(Dec Gms W@W\)](#) [\\$79.00](#) [zl](#)

Last copy. ■ Mag & Game. Game covers the pivotal moment of the battle at Leyte Gulf as the main Japanese surface fleet encounters two task forces of American escort carriers defending the transports behind them. The US carriers & light craft must delay & prevent the Japanese surface fleet from exiting the map (and thus destroying the transports). Historically, the Japanese refused battle, but here they can dive thru the carriers to attack the transports. 1 ship or a air squadron/counter, 1nm/hex, 12min/turn, 228 counters. Fast moving 2-person game system. C.Perello'15 / ARTICLES ON: Battle off Samar, 25 Oct 1944; Biological Warfare & the Battle of Stalingrad, 1942; Hitler's Alpine Redoubt, Myth or Reality?; Chasing Shadows, a Reassessment of the Royal Navy in the Mediterranean Sea 1940-43; the French Dewoitine 520 Fighter; Japanese Carriers of the Pearl Harbor Strike; German Heinkel 280 Jet Fighter Prototype; the Soviet Massacre of Polish Soldiers at Katyn Forest, 1940.

135862 [Ypres, the Battles for... \(Compass Gms\)](#) [\\$66.00](#) [BC](#)

First of an intended Red Poppies games series covering tactical combat in World War I. This game covers combat between the Brits & Germans in Oct 1914, May 1915 & Sept 1917 on the western front in 4 scenarios & 3 campaigns. Btl/regt level. 10min/turn, 200yd/hex, sqd/company level, suitable for solitaire play. J.Gorkowski'16

134068 [Zama, Hannibal vs Scipio \(Decision Gms\)](#) [\\$18.99](#) [Fo](#)

Folio game of the final, climactic battle of the Second Punic War as Roman forces under Scipio conclude the utter defeat of Carthage and cements Rome's control of the western Mediterranean Sea. Tho outnumbered, the Romans defeat the Carthaginians. 100 counters, small map, 150yd/hex, low complexity. '16

137967 [Zeppelin Raider, German Naval Airships \(Compass Gms\)](#) [\\$61.00](#) [BC](#)

Solitaire game of tactical air combat between German zeppelins and British fighters during World War I. Can be played by 2+ players as well. Player(s) manage a zeppelin thru one or more missions, with success resulting in promotion and skill development. Covers the dynamics of piloting a zeppelin towards England and thru air combat. Based on Hunters games system. Individual zeppelins, ships, aircraft & crew members. 1 countersheet, 4 zeppelin display mats. Gregory Smith'19

Part #	Title (Publisher)	Price	Box	Part #	Title (Publisher)	Price	Box
LIFESTYLE CHOICE GAMES, Game Series Their Adherents NEED! NOW!							
126974	<u>ASL Recon by Fire Magazine #3 (HOB Recon Mg)</u>	<u>\$35.00</u>	<u>n</u>		Update of this large scenario kit focused on ASL actions in the Pacific Theater. Includes a whopping 47 scenarios set in China, Burma, Borneo, the Philippines, Tarawa & other known & lesser venues. Includes 4 counter sheets, 3 16x22" geomorphic boards on heavy stock, mag w/ articles as well as rules, & a divider card. 2nd ed integrates errata & adds a new player aid & an enlarged map for one scenario. Reqs US, Japanese, Brit, French, Soviet, Chinese & minor nations units plus boards 2,7,10-12,14-18,22,25,32-40,42,43,47-51, b,d,u, v, BRT & BRP board B for play of all scenarios. '17		
126972	<u>ASL Recon by Fire Magazine #4 (HOB Recon Mg)</u>	<u>\$45.00</u>	<u>Bk</u>				
	Original printing had reverse-printed counters; properly printed counters later printed & substituted. 44pg ASL mag w/ strategy & tactics, this issue focused on captured AFVs in German use. 14 scenarios, 176 counters, various maps & overlays. '07						
138519	<u>ASL: Instructions/Rules POCKET EDITION (MultiMan Pub)</u>	<u>\$40.00</u>	<u>BK</u>				
	Softcover, 7.5 x 9.5" Pocket Edition rulebook. Has essentially the same content as the rules binder, including up-to-date content including errata, with Chp A-G with full index, plus IFT & several tables near the back cover. Essentially a more portable version of the 4th ed Rules Binder. But get your reading glasses in order to read the text, which is proportionately smaller. '15						
134057	<u>ASL: Journal #11 (MMP Journal)</u>	<u>\$29.00</u>	<u>n</u>				
	48pgs of the best of MMP's ASL. Includes ASL scenarios printed on carstock inserts, a revised & enlarged Slaughter at Ponyri map & scenarios. '16						
133153	<u>ASL:Action Pack #10 (MultiMan Pub)</u>	<u>\$17.00</u>	<u>Fo</u>				
	Scenario kit including 2 new maps (#69 & 70) & 8 scenarios focused on combat between German & either Soviet or American forces (plus one with Japanese v Chinese). '14						
134183	<u>ASL:Action Pack #11, 29 Let's Go! (MultiMan Pub)</u>	<u>\$22.49</u>	<u>Fo</u>				
	Scenario kit focused on the the US 29th inf division's experiences in Europe. Includes 10 scenarios, 2 new maps, plus overlays. '15						
133151	<u>ASL:Action Pack #12, Oktoberfest XXX (MultiMan Pub)</u>	<u>\$13.00</u>	<u>Fo</u>				
	Scenario kit that celebrates the 30th ASL Oktoberfest in Cleveland. Includes new board #73, plus 10 scenarios spanning 13 years surrounding World War II from all fronts & including one in the Korean War. '15						
132998	<u>ASL:Action Pack #13, Oktoberfest XXX II (MultiMan Pub)</u>	<u>\$20.00</u>	<u>Fo</u>				
	Scenario kit that celebrates the 32th ASL Oktoberfest in Cleveland. Includes new boards #78 & 79, plus 11 scenarios. Involves US, Soviet, German, Polish, British, Japanese, Chinese, Free French & SS forces. Bill Sisler, Pete Shelling'17						
138512	<u>ASL:Action Pack #14, Oktoberfest XXXIV (MultiMan Pub)</u>	<u>\$26.00</u>	<u>Fo</u>				
	Scenario kit including a double-sided board (12a/b) and a new board (#84), plus 12 scenarios from the summer of 1944 in France, and involving most of the forces then fighting in France. Rules and key ASL modules required to play. '19						
133029	<u>ASL:Best of Friends Scenario Pack (MultiMan Pub)</u>	<u>\$12.99</u>	<u>n</u>				
	12 scenarios drawn from the Swedish Friendly Fire ASL tourney including some tweaks from their original designers. Scenarios cover many fronts in both Europe & Pacific, including a scenario between the Soviets & Japanese at the very end of the war. Sequel to Out of the Bunker. '13						
133592	<u>ASL:Blood & Jungle 2 [2nd] (Boundng Fire)</u>	<u>\$125.00</u>	<u>Fo</u>				
				136857	<u>ASL:Corregidor, the Rock (Boundng Fire)</u>	<u>\$79.00</u>	<u>Fo</u>
					Large ASL module focused on the 1942 and 1945 battles for Corregidor Island, the fortress guarding Manila harbor. 3 scenarios cover the Japanese assault on the Allies in early 1942, and 18 scenarios cover the US assault on the Japanese in 1945. Includes 2 campaign games that link scenarios, 180 1/2" and 64 5/8" counters (244 total), two historical ASL maps, and special rules. Req Beyond Valor, Yanks, Gung Ho & either Code of Bushido or Rising Sun to play all scenarios, including US, Japanese & partisan forces & boards 2,24,36,37,39,40,43,44,46,58,61. David Roth'19		
				135940	<u>ASL:Crucible of Steel 2 [2nd] (Boundng Fire)</u>	<u>\$125.00</u>	<u>Fo</u>
					2107 2nd edition. ■ Reprint of this large, 32 scenario kit depicting tactical battles from the southern pincer of Kursk, Op Citadel, July 1943. Includes 3 boards, rules & magazine with historical articles plus analysis of slopes, dug-in tanks, forts etc. A major kit on a highly gameable subject. Req Blood & Jungle, Into the Rubble, High Ground 2, boards 16,17,33,38,43,44,56,57,62. Includes 2 countrsheets (less than included in first edition). C.Smith, S.Swann'17		
				131803	<u>ASL:Forgotten War, Korean War 1950-53 (MultiMan Pub)</u>	<u>\$119.00</u>	<u>DC</u>
					Large ASL Module offering rules, maps, counters & scenarios for actions during the Korean War, 1950-53, involving the US, British, New Zealand, Australia,south & north Korean, French & Chinese forces. 7 countersheets, 4 maps, 16 scenarios, a new Chapter W covering Korean War rules. '18		
				135672	<u>ASL:Hatten in Flames (MultiMan Pub)</u>	<u>\$49.00</u>	<u>BC</u>
					Historical ASL module covering the January 1945 German Nordwind offensive aimed to recapture parts of the province of Alsace and destroy elements of a US infantry division. This was the last German offensive in the west. After some unsuccessful attempts, the Germans committed elements of two mechanized divisions to attack the inexperienced US 42nd infantry division later reinforced with elements of the experienced 79th inf division. The Germans succeeded in surrounding a US force. What followed was five days of head-on-head engagements as US 14th armor attempts to break the siege. Includes 8 scenarios & 2 campaign games, 2 countersheets, 1 map. 2min/turn, 40m/hex, 5-10men/unit. '18		
				136848	<u>ASL:Kreta, Operation Merkur (Heat of Btl)</u>	<u>\$64.99</u>	<u>Fo</u>
					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		
				135936	<u>ASL:Objective Schmidt (Boundng Fire)</u>	<u>\$99.00</u>	<u>FO</u>
					Large ASL kit focused on the bitter battles in the Hurtgen Forest, November 1944, as the US 28th Inf approached the German towns of Schmidt, Kommerscheidt & Vossenack. Includes 17 scenarios with a campaign game covering the battle for Kommerscheidt, 576 1/2" and 88 5/8" counters, a total of 6 full-sized maps (2 for Vossenack & 4 for Schmidt & Kommerscheidt), an article on Slopes in ASL. Reqs Beyond Valor, Yanks & of course the ASL rules to play. '17		
				136866	<u>ASL:Poland in Flames (Boundng Fire)</u>	<u>\$125.00</u>	<u>FO</u>

Part #	Title (Publisher)	Price	Box	Part #	Title (Publisher)	Price	Box
--------	-------------------	-------	-----	--------	-------------------	-------	-----

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

Large ASL kit focused on many clashes during the German invasion of Poland, 1939. Includes 6 boards, 1280 countersheets, and 45 scenarios -- its a BIG game. Reqs components from many game to play all scenarios: boards 3,5,6,10,13,17,18,21,32,34,36,38,40,42,44,45,46,52,57,59,62,63,64,65, 1a,2a,3a,5a,6a,7a/b, Beyond Valor, Armies of Oblivion, Into the Rubble, High Ground 2, Blood & Jungle, Crucible of Steel. '16

135096 [ASL:Red Factories \(MultiMan Pub\)](#) [\\$135.00](#) [DC](#)

HASL (historical ASL) module that combines an update of Red Barricades with a newly created parallel kit, Red October. Red Barricades' maps were recreated, and separately published materials including a 4th campaign game are incorporated. Includes 4 maps, 8 countersheets, 4 chapter dividers, Chapter O, and 7 campaign games and a total of 21 scenarios. 2min/turn, 40m/hex, complex due to unit density & urban terrain '19

132596 [ASL:Rivers to the Reich Scenario Pack \(MultiMan Pub\)](#) [\\$16.75](#) [z](#)

15 scenarios adapted from official Squad Leader scenarios, completing the effort begun with Turning the Tide to convert all SL scenarios to ASL. Covers actions on the West Front after August 1944. Includes 2 overlay sheets (taken from GI Anvil of Victory). '13

138528 [ASL:Starter Kit #3, Tanks 3rd \(MultiMan Pub\)](#) [\\$32.99](#) [BC](#)

2018 Reprint. ■ 2018 reprint. Complete game aimed at introducing beginners to ASL thru 8 scenarios which focus on the use of tanks & other vehicles within ASL. Includes 3 maps. Designed to introduce players to the basic ASL game system as well as vehicles & ordinance. '18

135676 [ASL:Winter Offensive #10 2019 Bonus Pack \(MultiMan Pub\)](#) [\\$34.00](#) [Fo](#)

Tournament scenario pack including 2 new maps (10 & 11), 4 scenarios covering actions in Greece 1940, two in France 1944, and Korea 1950. Reqs core modules to play. '19

128440 [ASL:Winter Offensive #7 2016 Bonus Pack \(MultiMan Pub\)](#) [\\$19.00](#) [Fo](#)

2016 Winter Offensive kit. Includes 3 new scenarios plus two new geomorphic maps (74, 75). Scenarios cover actions in Poland, 1945 and two in New Georgia 1943. '16

125036 [ASL:Winter Offensive #8 2017 Bonus Pack \(MultiMan Pub\)](#) [\\$18.00](#) [Fo](#)

ASL scenario kit containing 3 new scenarios (WO21-23) with geomorphic board #76. Scenarios cover the Ukraine 1941 (2) and Aachen 1944. '17

128695 [ASL:Winter Offensive #9 2018 Bonus Pack \(MultiMan Pub\)](#) [\\$39.00](#) [Fo](#)

ASL scenario kit containing 4 deluxe ASL maps (I,J,K,L) and five scenarios set in Russia 1942, Germany 1944, China 1938 & 1944, and a Korean War scenario set in July 1950. With its 4 maps, this is the largest of any WO kit to date. '18

135677 [ASL:Yanks 2nd \(MultiMan Pub\)](#) [\\$199.99](#) [DC](#)

2016 update. Last copy. ■ 2016 update of this kit which provides the complete American army OoB plus the units & scenarios from earlier Paratrooper kit. Now includes a total of 41 scenarios (16 from earlier editions of Yanks & Paratrooper, & 25 from previously published but OoP scenarios, all revised & rebalanced). Includes 6 countersheets & 8 maps (16-19, 24, 40, 41, 46). Errata from prior edition incorporated. '16

95157 [ATS: Berlin, Fuhrer's Bunker GAME \(Critical Hit\)](#) [\\$69.00](#) [z](#)

[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

101690 [ATS: Omaha West \[2nd\] \(Critical Hit\)](#) [\\$59.00](#) [Fo](#)

Update/reprint of this large Adv Tobruk system game of the struggle for Omaha beach on D-Day. Three maps (6") show the beachhead up to 1mi inland at 50yd/hex. Begins with initial beach landings. 3 maps, 1200 counters, 16 scenarios. A HUGE game. Req only rules & std play aids to play. '12

90696 [ATS: Pointe du Hoc \(Critical Hit\)](#) [\\$22.00](#) [z](#)

ATS kit covering the 2nd Rangers assault against the cliffs at Pointe du Hoc in support of the Normandy landings. 6 scenarios, counters & map. Requires Bloody Omaha for play. '09

133901 [B-29 Superfortress, Bombers Ovr Japan 3d \(Legion Wargm\)](#) [\\$44.00](#) [HC](#)

3rd edition reprint of this solitaire game similar to B-17 in scope; player operates a crew of an American B-29 of the 20th Air Force in bombing runs against Japan. Goal is to live thru 35 missions. Missions vary by elevation & day or night, and face opposition in the form of flak, fighters, searchlights, etc. Your goal is to shepherd your crew thru 35 missions to earn your return home. 172 counters, 48pgs charts, map. S.Dixon'16

134971 [Beyond the Rhine \(MultiMan Pub\)](#) [\\$99.00](#) [DC](#)

Large game in the Operation Combat system (OCS). Covers the Allied drive to & into Germany, from Sept. 1944 to the end in April 1945. Playing either side is demanding, with Allied material superiority countered by German tenacity, terrain & weather. 3.5mi/hex, 3.5day/turn, btln-regt-div level. Includes special rules for random events, the difficulty in crossing the Rhine, Allied air superiority, Allied supply restrictions, the Bulge, etc. Includes 3 campaigns & 7 scenarios (including a 9-turn Bulge using a special map), 5 maps, 2240 counters. R.LeBlanc'15

120261 [Counter Sheet, Blank 5/8" White \(88\) \(GMT\)](#) [\\$2.50](#) [z](#)

88 blank counters, all white, 5/8". No printing at all. '01

137354 [Counter Sheets, Blank 5/8" Wht \(88\) 5Pk \(GMT\)](#) [\\$12.99](#) [z](#)

FIVE (5) pack of 5/8" blank counter sheets, all white, each with 88 counters (440 total). No printing at all. '01

131715 [Counter Sheets, Blank 9/16" Wht \(114\) 5pk \(GMT\)](#) [\\$12.50](#) [z](#)

5-pack. ■ Multi-pack containing FIVE copies of 9/16" countersheets, each with 114 blank counters, all white, for a total of 570 counters. No printing at all. '13

136642 [Day of Days, Invasion of Normandy 1944 \(MultiMan Pub\)](#) [\\$86.99](#) [DC](#)

Highly detailed, company-level game of the first 10 days of the Normandy invasions, June 1944. Allies strive to move away from the beach & develop a secure beachhead; Germans try to try throw them back into the sea. Using a playable system, this huge game includes all the action of those furious & chaotic days: para drops, ranger assaults, & more. Uses the Standard Combat System. Includes 4 maps, 8 countersheets, v1.7 series rules, 15 scenarios (many using only 1 or 2 maps). D.Essig'15

138541 [Der Weltkrieg, Italian Front 1915-18 2nd \(Schroeder\)](#) [\\$39.00](#) [BC](#)

Reprint of this fifth in the Der Weltkrieg series of simpler, operational/strategic lvl gms of wars in Europe at brig/div lvl. This package contains 5 scenarios covering the war on the Italian front: 1st Isonzo (May'15), Straf Expedition (May'16), 10th Isonzo (May'17), Caporretto (Oct'17), Albrecht & Radetsky (June'18). Includes 1 map, 560 counters. Can be linked with other games in the series. D.Schroeder'13

138320 [Der Weltkrieg, Ottoman Fronts 2nd \(Schroeder\)](#) [\\$69.99](#) [BC](#)

<u>Part #</u>	<u>Title (Publisher)</u>	<u>Price</u>	<u>Box</u>	<u>Part #</u>	<u>Title (Publisher)</u>	<u>Price</u>	<u>Box</u>
---------------	--------------------------	--------------	------------	---------------	--------------------------	--------------	------------

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

Update of this 7th game in the Der Weltkrieg series of simpler, op/strategic games on WW1 battles & campaigns. This edition is essentially 5 games all covering the various fronts of the Ottoman Empire in WW1: the Caucasus 1914-7; the Suez 1915-8; Mesopotamia 1914-8; Gallipoli 1915; Greece 1915-8. 20km/hex, 4days/turn, brig/div level, 840 counters, 4 maps. D.Schroeder'13

133099 [Der Weltkrieg, Western Front 2nd \(Schroeder\)](#) [\\$50.00](#) [BC](#)

Reprint or update of the Der Weltkrieg series games that covered WWI on the War on the Western Front. Simpler, operational/strategic lvl gms of wars in Europe at brig/div lvl. Includes 6 scenarios, 1 map, 1680 counter. Colorful tho a bit stylized graphically. D.Schroeder '13

118945 [Der Weltkrieg: Grand Campaign Kit \(Schroeder\)](#) [\\$59.00](#) [BC](#)

Kit that links all the prior 12 games focused on individual fronts into a grand campaign covering all of World War I in Europe & the Middle East. Adds rules for production & economic warfare; new tanks, neutral nations & invasions, air & sea assets, & more. Includes 840 counters, 2 full & 2 half-sized maps, scenario book, charts & tables. D.Schroeder '13

137715 [Fatal Alliances, the Great War 1914-18 \(Compass Gms\)](#) [105.00](#) [BC](#)

Stand-alone game using the World in Flames system to cover World War I on a global scale. Playable by 2-6 players, with 1680 counters representing land, air & naval units of the major & minor combatants. Corp/army level with some specialty units. Naval units are covered with great detail, ea BB represented by its own counter. Includes economic & production, diplomacy, national moral, and bringing the US into the war. 3 maps covering Europe, Africa, the Middle East, America & the Pacific; 1680 counters. A complete revision based on WIF 6th/final. 2mo/turn with multiple impulses; 100km/hex (Europe); army/corp with groups of air & naval units, 3 maps. A.Radar, H.Rowland'15

135265 [La Bataille de Dresde 1813 \(Clash Arms\)](#) [125.00](#) [FB](#)

Vol. 13 of the renowned La Bataille game series on Napoleonic era battles at grand tactical scale with spectacular color. In August 1813, Austria ends neutrality to join Russia & Prussia seeking an end to Napoleon's threat to Europe's monarchies. The Austrian army follows the west bank of the Elbe River toward Dresden defended by a lone French corp. Napoleon redirects several corps to defend Dresden, the supply hup of his entire army. Can be well played with up to 4 players on each side. 6 scenarios, 4 maps, over 1000 counters. '15

135680 [Last Blitzkrieg, Wacht am Rhein \(MultiMan Pub\)](#) [\\$99.00](#) [DC](#)

First in the MMP (Gamers) Battalion Combat System series. Large, detailed & colorful game of the Battle of the Bulge, December 1944, at the battalion level. Designed with the twin aims of detail on the battle and playability. Includes unit differentiation, artillery, activation by formation, traffic issues, fatigue, bridges, Tiger tank maintenance issues and more. 1 day/turn, 4 maps, 6 countershsheets. Includes 2 4-map, 3 2-map, and 5 1-map scenarios. D.Essig'16

113616 [Naval SITREP Magazine #47 \(Clash Arms\)](#) [\\$5.00](#) [n](#)

Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: COA Product upates; Harpoon Senkaku Crisis scenario in the China Seas; Caspian Sea Secenario; Imperial German Battleship Concepts in 1911; the Il-2 Sturmovik Fighter; LRASM Enters Service; Goeben's Austrian Gambit for Fear God; Il-38 Novella Enters Russian Service; the FREMM Program, a joint French-Italian Frigate development; Movie review of The Admiral; Torch Italian Style CAS scenario; Russian Sub Force on the Rebound; book review of Hell to Pay. '14

138228 [SPQR, Art of Warfare in Roman Rep 4th \(GMT\)](#) [\\$89.00](#) [DC](#)

2019 Reprint & expansion of this immensely popular game. Tactical game using the Great BtIs of History system. Includes addtl battles from several out of print kits including Barbarian (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. 6 countersheets (including Barbarian), 6 double-sided maps. Can be played with standard rules or streamline Simple Great Battles of History. 70yd/hex, 20min/turn, ~100-150men/strength point. M.Herman, R.Berg'19

128294 [Steel Wolves: German Fleet Boats Kit \(Compass Gms\)](#) [\\$22.00](#) [HC](#)

Kit for Steel Wolves allowing players to explore the what-if had the Germans focused on larger & longer ranged u-boats (rather than the standard Type VII). This kit alters the beginning campaigns to reflect changes in both German & Allied deployments in the U-Boat War. Also includes 3 more Italian subs. B.Miller'13

136403 [Wacht am Rhein, Battle of the Bulge 3rd \(Decision Gms\)](#) [124.00](#) [LB](#)

Update of this graphically updated & colorized & RECOMMENDED 4 map, 2380 counter game of the Battle of the Bulge. Uses an evolution of simpler & popular Panzer Gruppe Guderian system. Six 1-map scenarios, campaign game. 3rd edition includes extensive changes to combat, artillery & supply including exploitation mode, plus revised OoB. Btln level, 4 maps, 2240 counters. J.Dunnigan,J.Youst'12

133275 [World in Flames 7th: Divisions in Flames \(ADG\)](#) [\\$20.00](#) [n](#)

Kit containg 2 countersheets (#49 & 50) with 400 counters providing the independent division-level forces for all countries. '18

133256 [World in Flames 7th: Territories in Flms \(ADG\)](#) [\\$20.00](#) [n](#)

Kit containg 2 countersheets (#47 & 48) with 400 counters providing forces for the minor territories, militias, Siberians & Ukrainians, of the world. Compatible with the Collectors/7th Edition. '18