

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

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Fine Games' Gift Giving Suggestion List

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Contact us: M.Dean@FineGames.com 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

118509 [1714, the Case of the Catalans \(Devir US\)](#) [\\$75.00](#) [BC](#)

Strategic level, multiplayer game set during the War of Spanish Succession. Each player is part of the Grand Alliance in 1701 attempting to prevent the dynastic unification of France with Castile & Aragon by the Bourbons. Britain, the Netherlands, Austria, the Dutchy of Savoy & Portugal all seek to secure secret goals thru concessions from the Bourbons, and may attack French armies thruout western Europe. Players must manage their resources to maintain a will to fight & the resources for war. Includes 110 cards, 162 wooden trackers. Produced by a Spanish company, made in Germany, with all English components; go figure. '14

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

123545 [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

113224 [Barbarossa, Kiev to Rostov 1941 \(GMT\)](#) [\\$60.00](#) [BC](#)

Large, complex 4-map 720 counter game of Army Group South's push into the southeastern Ukraine. Uses GMT's East Front series, a good if detailed system by a yeoman designer. Div lvl, with lots of specialized units including NKVD, air, siege artillery, coastal def artillery. Excel graphics thruout. 7 scenarios 4 of which use only 1 map. RECOMMENDED for E.Front fiends. V.von Borries'08

123464 [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

113401 [C3i Magazine #28 \(GMT C3i Mag\)](#) [\\$75.00](#) [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.

116769 [7 Ages, 6000 Years of Human History \(ADG\)](#) [\\$66.00](#) [BC](#)

A large, 2-7 player, holistic game of 6 millenia of human history, including the rise & fall of 100 some civilizations. 2 maps, 876 counters, and 110 colorful race/event cards. '04

124495 [Churchill 2nd \(GMT\)](#) [\\$63.00](#) [DC](#)

2017 reprint. ■ 2nd ed has some minor errata incorporated. 3 player game the rivalry between the 3 major Allies in World War II to both conclude the war & shape the post-war world: Britain, US & USSR. Players must cooperate to defeat Germany, yet compete to further their individual agendas. Represents the 10 conferences among the Big 3 from 1943-45. Each of the 10 conferences is essentially a "turn," with issues being nominated for discussion at each conference (such as directed offensive, production priorities, strategic warfare, etc). Cards influence how the conference proceeds & is resolved. Includes both 2-player & solitaire rules. 2 shorter scenarios included. M.Herman'17

119358 [Above the Clouds, Battle... \(MultiMan Pub\)](#) [\\$99.00](#) [BC](#)

Last copy. ■ 8th game in the Grt Campaigns of the Am Civil War series. Covers the key campaigns & the central grounds of the battles of 1863 in the west. Includes the Chickamauga & Chattanooga campaigns during the 5 months of activity in 1863.. W/ 2 maps, 840 counters, 9 scenarios. '10

121549 [Close Action, Age of Fighting Sail \(Clash Arms\)](#) [\\$55.00](#) [BC](#)

Boxed copy. ■ Ship-ship combat during the age of sail in 24 scenarios of varying size. Excell graphics, but can this best the king of the hill, Wooden Ships? M.Campbell'97

122466 [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

121550 [Close Action: Monsoon Seas Kit \(Clash Arms\)](#) [\\$21.00](#) [Bk](#)

2nd scenario kit for Close Action system. Covers actions in the south Atlantic Indian Oceans against the Brits, 1777-1783, led by French admiral Suffren. 20 scenarios plus new rules. M.Campbell'07

124590 [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

121776 [Close Action: Rebel Seas Scenario Book \(Clash Arms\)](#) [\\$20.00](#) [Bk](#)

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

112809 [Barbarossa, Crimea, 1941-2 \(GMT\)](#) [\\$55.00](#) [BC](#)

123951 [Colonial, Europe's Empires Overseas \(Strategem Gm\)](#) [\\$42.00](#) [BC](#)

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EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts

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

119692 Combat Commander, Europe 2nd (GMT) \$49.00 DC

2014 2nd edition. ■ Reprint of this card-driven game of tactical combat in Europe. This first game in the CC series covers the Germans, Americans & Soviets, each with its own 72 card Fate deck. Game is akin to an elaborated Up Front game. 6 double-sided mapsheets, 492 counters. 220 cards. 30m/hex, squad/fire team level with individual leaders, minutes/turn. C.Jensen'13

120529 Combat Commander: Mediterranean Kit 2nd (GMT) \$60.00 DC

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

121105 Combat Commander: Stalingrad Kit 2nd (GMT) \$25.00 Fo

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

119146 Combat Commander: Tournament Battle Pack (GMT) \$14.00 Fo

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

118960 Command at Sea: American Fleets (Clash Arms) \$23.00 Bk

Booklet compiling & revising data for all US navy ships, aircraft & weapons systems used in WWII, effectively replacing the data annexes in Rising Sun. Covers both Pacific & Atlantic theaters. 112pg. '11

121781 Command at Sea: Emperor's Fleet (Clash Arms) \$21.00 Bk

94pg booklet compiling & revising data for 200 ships & 130 aircraft types used by the Imperial Japanese in WWII, effectively replacing the data annexes in Rising Sun & serving as a data annex for Steel Typhoon. Mates with American Fleets & Atlantic Navies. '11

117198 Command at Sea: Steel Typhoon Kit (Clash Arms) \$32.00 Bk

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

122444 Commands & Colors, Ancients: MOUNTED MAP (GMT) \$15.00 Fo

Mounted map (only) for this game. Presents the standard map in a mounted format. '11

120534 Commands & Colors, Napoleonics 3rd (GMT) \$49.00 GB

2016 3rd edition. ■ Reprint. Block-system game covering 15 Napoleonic era battles. Includes French, British & Portuguese troops. Battles include: Rollica 1st & 2nd, Vimiero, Corunna, River Coa, Talavera, Bussaco, Reynier's & Ney's Assault, Redinha, Salamanca, Garcia Hernandez, Aire, Quatre Bras & Waterloo. 340 blocks, mounted map, 70 command cards. R.Borg'16

122976 Counter Sheets, 1/2" Color Printed (6) (PacRim) \$12.00 Fo

1/2" counters with std NATO symbols. 200ea of 6 counter sheets in common counter colors (blue, field gray, khaki, olive drab, red & white).

121049 Counter Sheets, 5/8" Blank (6) White (PacRim) \$19.00 n

6 sheets of blank, white 5/8" counters (1152 total). White on both sides. '11

124427 Counter Trays, DVG Style Trays 5-pak (Verssen, Dan) \$16.00 FB

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

122654 Counter Trays, DVG Style Trays 10-pak (Verssen, Dan) \$30.00 FB

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

122213 Counter Trays, UGG Style Bookcase 5-Pak (Grebe GmDsgn) \$16.00 FB

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

121540 Counter Trays, UGG Style Bookcase 10-Pak (Grebe GmDsgn) \$28.00 FB

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

124233 Custer's Final Campaign (Decision Gms) \$9.00 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

122483 D-Day at Peleliu (Decision Gms) \$45.00 BC

Solitaire game of the US amphibious assault on Peleliu Island to secure a strategic airbase. Player commands a US marine division against 10,000 entrenched Japanese. Uses the same system as the popular & earlier D-Day at Omaha Beach & D-Day at Tarawa, with many enhancements. Can be played cooperatively by 2+ players. 352 counters, 55 cards, 3 scenarios. J.Butterfield'15

123131 D-Day at Tarawa 2nd (Decision Gms) \$55.00 BC

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

124273 D-Dav at Tarawa (PCI) (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

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EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts**118164 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

122088 Dien Bien Phu, the Final Gamble (Legion Wargm) \$99.00 HC

Last copy. ■ Game of the decisive, 1954 campaign that destroyed the elite forces of the French colonial army in Vietnam in an isolated jungle valley in what is now Laos. The French intended the battle to be on their terms, to bring the Viet Minh to battle where their superior arms (French air superiority, all provided by the US) would win the day. They didn't count on their being artillery being hauled into the area. And the Viet Minh were committing half of their totla forces to what would surely be a costly battle. A fast & furious game, with lots of casualties. 150m/hex, 3days/turn, 352 counters. K.Kanger'14

124200 East Front II [3rd] (Columbia) \$90.00 BC

Redesign of earlier East Front game, now incorporating VolgaFront kit & adding northern Finland, the Caucasuses, 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

122299 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

121591 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

112082 Fail Safe, Strategic Air Command #283 (Dec Gms S&T) \$27.00 □

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

123617 Field Commander Alexander (Verssen, Dan) \$40.00 BC

Fast playing Solitaire game of Alexander the Great's expansionary expedition followed by a period of managing the conquered lands. Includes 4 campaigns (Granicus, Issus, Tyre, Guagamela). D.Verssen'09

114675 Fleet Commander Nimitz (Verssen, Dan) \$75.00 GB

Solitaire game of the US-led defense against the seemingly unstoppable Japanese naval expansion in the Pacific during World War II. Player takes the role of Adm. Nimitz, first defending against Japanese thrusts then bringing the war ever closer to the Japanese home islands. Covers nearly the entire war, from Jan. 1942 thru as late as Sept. 1945 at an operational & strategic level in 4 historical campaigns for each year. The player commands a combination of land, air & sea forces which engage in detailed battles as they pursue the goals of each campaign. Includes mounted map, 8 counter sheets. Its a heavy & big sucker. '14

121551 Fontenoy, Battle of... May 1745 (Clash Arms) \$85.00 BC

Colorful game in the La Bataille style, using the Age of Reason system to cover a key battle of the War of Austrian Succession. Marshale Saxe's French defend against a mixed Allied force. Also includes a second game, Battle of Melle, July 1745. 840 counters, 3 maps. M.Hinkle'12

120735 For the People II [4th] (GMT) \$48.00 BC

2015 4th edition. ■ 2015 Reprint now with mounted map of the GMT version of this HIGHLY RECOMMENDED strategic level game of the entire American Civil War for 2 players, played with cards. New map, 14 new cards, revised rules and counters. This labor of love made just that much better by the original designer. Minor errata updates will be incorporated into components. M.Herman'15

122582 For the People II: MOUNTED MAP (GMT) \$15.00 Fo

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

119502 Ghost Panzer 2nd (Worthington) \$49.00 BC

2016 2nd edition. ■ Enhanced update of this fast-playing game of squad-level tactical combat using the Band of Brothers system. Covers various actions involving the German 11th Panzer (Ghost) division on the eastern front, 1941-4. All its major battles are represented including Typhoon (where they were within 12mi of the Kremlin), The Bloody Triangle, and the attempted relief of Stalingrad, the Backhand Blow & Korsun Pocket. System rewards historically accurate play. 7 dbl-sided geomorphic maps, 3 countersheets, fast playing. J.Krohn'16

118979 Grand Fleet (L2 Desgn Grp) \$69.00 LB

Likely our last copy. ■ Simpler, strategic level game of the naval war in the North Sea during WW1, 1914-8, using a variation on the War at Sea game system. 264 counters representing indiv capital ships from Germany, UK, US, France & Russia. S.Newberg'10

118439 Great War at Sea, v.12, Jutland 1914-18 (Avalanche) \$79.00 BC

Great War at Sea series game covering the few actual and the many possible fleet actions in the North & the Baltic Seas during WW-1. Includes the battle of Jutland as well as dozens of other scenarios. 840 counters including the navies of Britain, Germany, Netherlands, US, Australia, Denmark, Norway, Sweden, Estonia, Finland & Russia; 2 maps. '06

118480 Greatest Day, Battle for Normandy v.1 (MultiMan Pub) 209.00 GB

First of a planned 3 game set to cover all of the Normandy landings. Large game using the Grand Tactical Game series (ala Devil's Cauldron & Where Eagles Dare) to cover the D-Day landings at Sword, Juno & Gold beaches. Includes 17 scenarios, 16 countersheets, 4 maps (3 dbl-sided) plus 8 map extensions. Big, did we say BIG?, and bulky. A.Starkweather'15

124323 Guderian's Blitzkrieg IIII 3rd (MultiMan Pub) 160.00 DC

2011 3rd edition. Reprint of the 'II' revision w/ errata incorporated in rules & mating rules for Case Blue. Detailed op lvl game of German the period of the War in the East when the Germans might have won, Oct'41-May'43. Includes 3 maps, 2940 maps, v3 series rules, 19 scenarios. Half-week/turn, 5mi/hex, btln-div level. D.Essig'11

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EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts

124194 Hammer of the Scots 3rd (Columbia) \$63.00 BC

3rd ed updates the map artwork. Block-style, strategic level board game of the Braveheart Rebellion led by William Wallace against Britain, the War of Scottish Independence. Map covers n.England & Scotland. 56 blocks, 25 event cards. T.Dalglish, J.Taylor'09

122199 Hex Map Sheets, 16mm LONG Grain 7pak (GMT) \$14.00 u

7-pack. ■ SEVEN 22x34" non-coated, folded paper maps with 16mm hexes with grain running along long dimension. '99

111618 Hex Map Sheets, 16mm SHORT Grain 7pak (GMT) \$16.00 u

7-pack. ■ SEVEN 22x34" non-coated, folded paper with 16mm hexes with grain running along short dimension. '99

119340 Hex Map Sheets, 19mm SHORT Grain 7pak (GMT) \$16.00 u

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

122841 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

122484 Hurtgen, Hell's Forest (Decision Gms) \$90.00 LB

Huge, grand tactical game of the Allied assault on the first German city in the fall of 1944. 3 scenarios cover the phases of the offensive periods between Sept-Nov 1944, plus a learning scenario covering the assault on the Rohr River area. Campaign game covers Sept-Dec in 300 turns. 1mi/hex, 8hrs/turn. Uses the Wacht am Rhein (Grand Operational) game system with elaborations for the this battle. Provides for lulls in the action, logistical difficulties of the Allies, & the hodge podge of German replacements. 2240 counters, 2 maps. '12

123776 Invasion 1066, the Battle of Hastings 2d (Revolution) \$20.00 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

124031 Iwo, Bloodbath in the Bonins (Decision Gms) \$15.00 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

124239 Khe Sanh '68, Marines Under Siege (Decision Gms) \$9.00 Fo

Solitaire folio game of the marine corp's defense of Khe Sanh just prior & during the Tet Offensive of 1968. Game accepts the belief of the US high command that an attack on the base was intended to capture the base rather than a feint. Goal is to use scarce resources wisely & maximize NVA casualties. 40 counters, 18 cards, small point-point map. '15

121246 Kingdom of Heaven, Crusader States (MultiMan Pub) \$65.00 BC

Game of several of the Crusades, 1097-1291, as Christians contest control of the "Holy Land" with the Muslims. 9 scenarios cover the military campaigns in this period including 1st, 2nd, 3rd, 5th, 7th crusades plus others including the Mongol invasion. Uses a deck of 110 cards adding events & special powers. 3 countersheets. 1yr/turn. S.Debrestian'12

108402 La Bataille de La Moscowa 4th (Clash Arms) 149.00 FB

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

118499 Labyrinth, War on Terror 3rd (GMT) \$46.00 DC

Third printing. 1-2 player game of the Islamist jihad and what's called the war on terror. Uses a system similar to Twilight Struggle to model the wider ideological struggle around the world thru guerrilla war, regime change, and the range of political, military & economic issues. V.Ruhnke '16

118852 Labyrinth: the Awakening, 2010 - ? Kit (GMT) \$25.00 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 war 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

121748 Last Battle, Ie Shima 1945 (Revolution) \$26.99 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

113488 Liberty or Death (GMT) 109.00 DC

Last copy of 1st (2016) printing. ■ Game of the American Revolution using the popular COIN Counter-Insurgency game system. For 1-4 players, with multiple factions interacting (British, Rebels, French & Indians). Card-assisted play allows for brilliant actions, rabble-raising, French entry, India raids, blockages, etc. The British initially have the initiative, strength & mobility, but can't be everywhere. The Americans must muster & preserve their strength and pick their battles carefully. Highly suitable to solitaire play. Includes 150 wooden pieces, 110 cards. 1yr/turn. H.Buchanan'16

122342 Liberty or Death 2nd (GMT) \$57.00 DC

2017 reprint. ■ Reprint of this popular game of the American Revolution using the popular COIN Counter-Insurgency game system. For 1-4 players, with multiple factions interacting (British, Rebels, French & Indians). Card-assisted play allows for brilliant actions, rabble-raising, French entry, India raids, blockages, etc. The British initially have the initiative, strength & mobility, but can't be everywhere. The Americans must muster & preserve their strength and pick their battles carefully. Highly suitable to solitaire play. Includes 150 wooden pieces, 110 cards. 1yr/turn. H.Buchanan'17

122209 Liberty Roads 3rd (Hexasim Game) \$55.00 BC

2016 3rd edition. ■ 2015 3rd edition. Operational level game of the campaign in France, 1944, from the D-Day landings thru the crossing of the Rhine in March 1945. 25km/hex, div level. Considers logistics, leadership interference on both sides, invasion options, 3 scenarios plus campaign. Y.Le Quellec, N.Rident'16

122766 Liberty Roads: Roundhammer 1943 Kit 2nd (Hexasim Game) \$17.50 zl

2016 2nd edition. ■ Reprint of this kit providing counters & rules for the big, big what-if of an Allied invasion of France in Sept. 1943 when German defenses were weak & ill-prepared - as were the Allies. Includes 128 counters, rules & play aids. Rules in English & French Y.le Quellec'16

<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>
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EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts**116334 Line of Fire Magazine #15 (Line of Fire) \$29.99 Bk**

Mag & Game. 60pgs of material supporting LnL's line of games including: The Bear & The Jackal expansion for Heroes of the Gap, w/ 9 firefights from the Soviet's war in Afghanistan including counters & 2 geomorphic maps; 3 new NAW scenarios & 6 for WAW; 2 scenarios for Baltic Fury. '15

114097 Mare Nostrum, War in the Mediterrann #41 (Dec Gms W@W) \$54.00 n

Mag & game, special edition. Game is an strategic level simulation of the air, land & naval war in the Mediterranean, 1941-43, using an area-move map. Played in 4 scenarios. Units represent divisions, 6-12 aircraft squadrons, & small squadrons of capital ships. Map covers the entire Med from Gibraltar to the Basra, divided into areas. Based on the Red Dragon Rising game system. 2 maps, 560 counters. 3 scenarios including the War in N.Africa, Capture of N.Africa, and the time where the Axis could have invaded Malta, plus campaign. J.Miranda'15 / ARTICLES ON: WWII in the Mediterranean Sea; the German Gestapo; Battle of Tengxian between the Chinese & Japanese, March 1938; Air War on the East Front in 1941; Jed commando teams at Normandy; Bob Spiny & the Japanese Surrenders in Indo-China 1945; Luxembourg in WWII; Germany's semi-automatic rifles in WWII; Polish PZL P.11 Fighter.

123433 Mighty Fortress 2nd (Excalibre) \$30.00 BC

Includes 2009 Setup/Victory Condition card set update. New but not shrinkwrapped. ■ Includes 2009 Setup/Victory Condition card set update. RECOMMENDED 6 player game of reformation, 1532-55, with dual layers of military & religious conflict thruout Europe. Very simple mechanics focused on economics and diplomacy, yet a tense & difficult situation with each player having widely different goals that may change game to game. J.Dunnigan, J.Miranda'11

122201 Mr. Madison's War: MOUNTED MAP (GMT) \$15.00 z1

Add-on mounted mapboard for this game. Presents the standard map in a mounted format. '16

124188 Napoleon Against Europe 2nd (Hexasim Game) \$63.00 LB

2016 reprint. ■ Reprint of this popular, multiplayer, strategic level game of the Napoleonic era, 1805-15, using fleet & corp scale units, with play influenced by a colorful set of cards. Emphasizes the French need to control all of Europe to combat Britain & its allies. Logistics play a major role. 356 corp-level counters, 110 cards, mounted map. Akin to Empires in Arms. 2mo/turn. Rules in English. S.Thomas'16

124492 Napoleon at Waterloo 4th (Decision Gms) \$22.00 HC

2014 4th edition with PC game on CD-ROM. ■ Colorized update & 3rd revision of SPI's long popular & simple game on the Battle of Waterloo game, 18 June 1815. RECOMMENDED, both for BEGINNERS & for those looking for a quick playing, often exciting game. Div level, 0.5mi/hex, fast playing, relatively simply, with high solitaire suitability. J.Miranda, J.Dunnigan'14

124402 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

118197 Night Fight Solitaire #44 (Dec Gms W@W) \$25.50 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.

121185 No Man's Land, Trench Warfare 1914-18 (Ludifolie Ed) \$26.00 Fo

French-produced game with English rules. 11 scenario game of the evolution of trench warfare in World War I at a tactical level. Use all the tools of carnage of the day: artillery barrages, poison gas, flamethrowers, shock troops, tanks, barbed wire, plus aircraft overhead. 50m/hex, half-pltn or single tank/unit, 1 dbl-sided map, 324 counters. A.Siege'15

121734 No Retreat! the North African Front (GMT) \$45.00 BC

Game of the war on the North African Front using the No Retreat game system (with its very small number of counters). Includes 5 mini-maps for actions around key terrain during the campaign. Includes 5 scenarios, a tournament game, full campaign game, plus an Invasion of Crete mini-game. Covers the period of Dec 1940-late 1942. All with deluxe components. 1-2mo/turn, div level, 10mi/hex, 88 counters. C.Paradis'13

123650 No Retreat! The Russian Front 2nd (GMT) \$46.00 BC

2nd (2016) GMT edition. ■ Reprint of an update of a pair of games from 2008 (Na Berlin! & No Surrender!) with a substantial redevelopment & upgrading of components. Games use a only 40-70 army-lvl counters, making for a fast playing game with excellent replay value. Includes cards that guide play. 6 situational scenarios covering campaigns during 1941-5 plus a tournament scenario covering 1941-4. 1 map, 123 counters, 44 cards. C.Paradis'16

121996 Operational Matters OCS Guide (MultiMan Pub) \$36.00 n

Gamers guide focused on the Operational Combat System (OCS) and including near-complete update of the Gamer's Sicily game. (Game is missing only the series rules, which must be either borrowed from another game or downloaded from the publisher's website before play). Contains articles on many of the OCS games including Blitzkrieg Legend, DAK, Case Blue, Reluctant Enemies, Korea, Sicily, Hube's Pocket, Tunisia, Burma & more. SICILY II is an operational level game of the Allied invasion of Sicily, '43, using v3 of the OCS rules system. Covers the entire campaign in Sicily at Co/btln/rgt/brig level. Now at a slightly larger scale with 1 map, 2 countersheets, 3.5 days/turn, 3.5mi/hex. 6 scenarios. D.Esseg'16

121752 Pacific Fury, Guadalcanal 1942 (Revolution) \$20.00 z1

Smaller, simpler game of the many naval & air battles surrounding the key & contested island of Guadalcanal in the Solomon between Aug-Nov 1942. The Japanese must deploy a strategy that allows an amphibious counter-invasion of Guadalcanal given their superiority in surface ships but equality in carrier strength. Fast playing & tense game. Small map & 50 laser-cut counters that fall easily from the counter tree. Y.Nakagura'16

122305 Pacific, War in the... 2nd (Decision Gms) \$325.00 HB

HUGE & heavily revised & graphically updated simulation of the War in the Pacific using monthly turns. Still perhaps the best sim on the subject. Now sporting 8960 counters, 150 tactical maps showing detailed maps of individual islands at 0.5-10mi/hex, 128 pgs of rules + 300pgs of charts in 6 booklets, 7 strat maps. Focus is balanced between supply & operations, both HQ-based activities. Multiple scenarios + campaign. All worth the most expensive game ever. J. Dunnigan et al, '06

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EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts

114874 Pacific, War in the... 2nd: Extension Kit **\$32.50** zl
(Decision Gms)

Kit allowing the war to extend into late 1945 & 1946. Adds 5 countersheets with aircraft & ships appearing after Aug'45, 2 new tactical island maps, plus additional rules & charts to extend the war. K.Kiff'08

122795 Panzer Battles, 11th Panzer on the Chir **\$39.00** BC
(MultiMan Pub)

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

120502 Panzer Grenadiers, Elsenborn Ridge 2nd **\$65.00** BC
(Avalanche)

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

114156 Panzer Grenadiers, Kursk South Flank **\$65.00** BC
(Avalanche)

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

113210 Panzer Grenadiers, Liberation 1944 2nd **\$59.00** BC
(Avalanche)

Revised v4 series rules. Stand-alone game in the Panzergrenadier series of platoon-level tactical WWII combat. Covers the battles on & beyond the D-Day beaches involving British forces. Includes 4 new maps of hedgerow, town & farmlands of coastal France, plus 517 counters, 41 scenarios. M.Perryman'14

120516 Panzer Grenadiers: WINTER WONDERLND **\$16.00** zl
MAPS (Avalanche)

Winter Wonderland Kit consisting of 4 revised maps depicting the terrain in Elsenborn in snow covered winter white. '11

124017 Persian Incursion (Clash Arms) **\$49.00** BC

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

120018 Phantom Leader, Vietnam Air War 3rd Delx **\$64.00** DC
(Verssen, Dan)

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

109845 Prague, the Battle of.... 6 May 1757 (Clash Arms) **\$64.00** BC

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

120015 Proud Monster Deluxe [2nd] (Compass Gms) **109.00** DC

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

123681 RAF, Lion v Eagle 4th (Decision Gms) **\$59.00** BC

2013 4th edition. New but not shrinkwrapped. ■ Reprint of the 3rd edition with new box art, which was an overhaul of this highly regarded solitaire game of the Btl of Britain. By same designer as Btl Over Britain. This version allows solitaire control of the RAF (as in the original game) or Luftwaffe, plus adds full 2 player rules. 2hr/move, 1day/raid, sqd level, 1"/20mi. 176 counters, dbl-sided map, 165 cards. J.Butterfield'13

123184 Reluctant Enemies, Operation Exporter **\$38.00** BC
(MultiMan Pub)

Small game of the 1941 Allied invasion of Vichy French-held Lebanon & Syria. Intended as a very accessible introduction to the Operational Combat System (OCS), of which it is the 13th in that series. Has all the elements of the OCS system, including severe supply constraints, plus swirling battles, amphibious assaults, naval bombardment, and an air campaign. 5 brigades of allied troops assault the Levant states in mid-1941 defended by the Vichy French expecting a cakewalk, and were initially stopped cold. Game includes an OCS rules summary, and a 16pg OCS Starter Guide with illustrations of play. 280 counters, OCS rules v4.1. D.Essig'14

124400 Richard III, Wars of the Roses (Columbia) **\$59.00** BC

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

122731 Second WW at Sea, Coral Sea 2nd (Avalanche) **\$29.00** HC

2nd edition with slipcase box & new cover art. ■ 2nd ed is a reprint in a sleeved box with new cover art. Complete game covering the clash between carrier groups at the Coral Sea, May 1942, and also serving as an introductory game to the Second WW at Sea system. 145 counters. '14

124177 Space Empires 4x 3rd (GMT) **\$45.00** BC

2017 3rd printing. ■ 2017 reprint. 1-4 player game of galactic space eXploration, eXpansion, eXploitation & eXtermination! Players explore a largely empty map of space, discovering 12 types of space terrain including asteroids, planets, nebulae. Players can form colonies for long term growth, or mining operations for quick income. And build ships from 10 classes and 50 levels of tech. And of course when empires meet, there is conflict... Multiple scenarios and very high solitaire suitability. 4 countersheets, mounted map. J.Krohn'17

123608 Special Ops Wargaming Journal # 7 (MMP Operatns) **\$20.00** zl

With complete Autumn for Barbarossa game, a rgt/div level game using the Standard Combat System (SCS). Game over the battle for Smolensk in the late summer of 1941, and the end of the opening phase of Barbarossa. 6days/turn, 7mi/hex, 280 counters. Requires possession of or downloading of SCS standard rules (URL provided). Hans Kishel'17. / ARTICLES ON: Preview of Baptism of Fire; Play balance options & an Oct 1975 shorter scenario for Angola 2nd; Strategy in Operation Combat Series (OCS) games; Battalion Combat Series (BCS) Concepts that may shock; The Fine Points of Pillboxes in ASL; Preview of ASL Pacific Theatre Starter Kit; Soviet Strategy in Case Blue (mated with Enemy at the Games & scenario 7.8); Playability Ratings for Operational Combat Series (OCS) games for learning, short games, normal games, huge games. Includes ASL Scenarios O13-14, S60-61.

123434 Stalingrad, Battle for... 2nd (Excalibre) **\$43.00** BC

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EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts

Revision & graphic update of this popular, Co-Btl level game of the bitter battle for & around Stalingrad in Fall 1942. 7 weekly turns w/ variable impulses. Good feel to game. 600 counters. J.Hill '11

120359 [Stonewall's Sword, the Btl of Cedar Mtn \(Revolution\)](#) **\$25.00** **z1**

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

123185 [Storm Over Dien Bien Phu \(MultiMan Pub\)](#) **\$36.00** **BC**

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

121417 [Struggle for the Galactic Empire IPC| \(Decision Gms\)](#) **\$16.00** **IC**

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

118831 [Thunderbolt Apache Leader 4th \(Verssen, Dan\)](#) **\$66.00** **DC**

2016 edition/printing. ■ 2016, 4th ed is a straight reprint of this updated & expanded card game of close air support aircraft & helicopters. Your job is to select & best utilize the right mix of pilots, aircraft & munition for each mission. Now includes 168 cards, 352 counters, 8 campaigns. 1st ed was popular. Each mission takes about 30min play time. G.Billingsley, D.Verssen'16

114676 [Tiger Leader \(Verssen, Dan\)](#) **\$65.00** **DC**

Solitaire game putting the player in command of a German kampgruppe of armored forces with the mission to achieve your objectives while preserving your forces over a campaign of multiple battles. Uses a system similar to Hornet Leader & Thunderbolt Apache Leader. Includes 9 campaigns: Poland 1939, France 1940, North Africa 1941 & 42, Russia 1941 & 43, Italy 1943m France 1944 and Berlin 1945. Forces include the full range of German forces from Panzer Is to Tigers, armored cars, artillery assault guns, infantry & AT, mortars & machine guns. D.Verssen'15

119941 [Totaler Krieg! |Krieg 3rd| 2nd \(Decision Gms\)](#) **\$90.00** **LB**

Further update & enhancement of this very popular, strategic WW2 gm at army/corp level w/ cards play for special events. This edition has 840 counters, 200 cards, scenario generator rules, and 2 maps, and explores the pre-war period of 1937-9. Can be linked with Dai Senso!, its sister game set in the Pacific. HIGHLY RECOMMENDED both for its graphics and its essential game play. HIGHLY RECOMMENDED. '11

119194 [Twilight Struggle, Cold War 1945-89 9th \(GMT\)](#) **\$39.00** **BC**

2016 Deluxe (9th) edition reprint. ■ Deluxe edition; 2016 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. 4th ed added revised map now mounted, 6 addtl cards, thicker counters with rounded corners. 7th ed added deluxe mounted map. '16

121694 [U.S. Civil War \(GMT\)](#) **\$99.00** **DC**

Strategic level game of the American Civil War, 1861-65. Seasonal turns, each with several impulses. Units are leaders and generic strength point units representing about 5000 men, plus ships, forts, etc. Scenarios for each of the first 3 years of the war, and the grand campaign. 2 mounted maps, 3 countersheets, 30 special event cards. 5000men/strength pt, 24mi/hex, 3mo/turn. M.Simonitch'15

124630 [Unhappy King Charles: MOUNTED MAP \(GMT\)](#) **\$15.00** **n**

Thick, mounted map for the base game. '16

109240 [USN Deluxe \[2nd\] \(Decision Gms\)](#) **\$79.00** **BC**

Update of one of the best Pacific War games ever. Strategic level game of the Pacific War, 12/41-8/45. Adds rules for the entire war with early & later war scenarios, plus several small scenarios, as well as complete campaign. Now covers the war in China, Burma, and a War Plan Orange, plus Soviet intervention, kamikazes, MAGIC, & the the Bomb. 2 maps, 840 counters. Graphic update to this HIGHLY RECOMMENDED classic thruout. J.Miranda, M.Myers, J.Dunnigan'04

114758 [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

123330 [Victory Lost 2nd \(MultiMan Pub\)](#) **\$29.00** **BC**

2015 2nd ed. ■ Reprint of this simpler game of the massive Soviet offensive in the spring of 1943, after Germans surrendered at Stalingrad. Soviets attack over a 500mi front, but victory was ultimately denied them by von Mainstein's "backhand blow." 280 counters, rgt/div level. Winner of 2007 Intl Gamers Award. 2nd ed apparently has minor rules corrections & a slightly revised box art only. T.Nakamura'15

118764 [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 Libery Roads game system. Div/corp level, reflecting the different organization of the two armies. 4 scenarios covering Bagration, Bessarabia, Budapest & Vienna, Downfall of Germany, and the campaign game. 900 counters, 3 maps. N.Rident'15

123506 [Virgin Queen, Wars of Religion 1559-1598 \(GMT\)](#) **\$69.00** **DC**

Sequel to Here I Stand, VQ is a game of wars in the world during the reign of Queen Elizabeth I, 1559-98. Uses the Here I Stand game system that covered the prior 40 year to cover the latter half of the 16th century. Puts oceanic expeditions under players' direct control, alters the dipolomatic system, streamlines the religious system, offers arranged marriages & patronage systems. 4.5 countersheets, 134 cards, mounted map. E.Beach'12

119406 [Warriors of God, Wars England&France 2nd \(MultiMan Pub\)](#) **\$39.00** **BC**

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

120129 [Warriors of Japan, a Country Aflame \(MultiMan Pub\)](#) **\$33.00** **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

120276 [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

124595 [Wellington's Victory 3rd \(Decision Gms\)](#) **\$120.00** **LB**

Part # Title (Publisher)

Price Box

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EXCELLENT & RECOMMENDED GAMES Suited to Being a Memorable Gifts

Colorized & revised update of this grand tactical monster game of the final day & battles at Waterloo, 18 June 1815. System streamlined to require only one die roll to resolve fire combat & disorder. Originally, game attempted to recapture the success of Terrible Swift Swords in the Napoleonic era, but was never as successful. System focuses on line of sight, formations (including skirmishers) & facing, effectiveness, shock effects, morale, etc. Scenarios for Hougomont, La Haye Sainte, Plancenoit, historical day campaign, & a hypothetical early French assault. 1960 counters, btl/rgt level, 110yd/hex, 15min turns. F Davis'15

124201 [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

115188 [Where Eagles Dare, Btl for Hell's Hiway \(MultiMan Pub\)](#) [\\$132.00](#) [LB](#)

Stand alone game that mates with Devil's Cauldron to cover all of Op Market-Garden. Large, company level game of the southern part of Operation Market-Garden, Sept 1944. Covers the drive up Hell's Hiway to relieve the besieged paratroopers holding the vital northern bridges. 500m/hex, 2hr/turn w/ up to date historical info. Uses the Grand Tactical system, a derivation of the Panzer Command system. 5maps, 2000 counters. A.Starkweather'11

118532 [World at War 2nd \(GMT\)](#) [\\$299.00](#) [DC](#)

Last copy. ■ 2013 Reprint. Evolution & further development of AH's Advanced Third Reich & Emp of Rising Sun. Completes the game system, refining the rules with various enhancements. 12 scenarios & campaigns. Adds named capitol ships, naval construction, oil consumption, diplomacy rules, and additional terrain types. A massive game set with 10 countersheets, 4 maps. 3mo/turn, 60 or 100mi/hex, Div/corp level, individ cap ships. Complex. B.Harper'13

110505 [World War I 3rd #294 \(Dec Gms S&T\)](#) [\\$125.00](#) [u](#)

Last copy. ■ Mag & Game. 3rd edition upgrades the graphics and expands the game to cover the Middle East as well as air, naval & special forces. Well-received, strategic level game of World War I thruout Europe using resource pts 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, 234 counters, 36mi/hex. J.Miranda, J.Dunnigan'15 / ARTICLES ON: World War I; Desert Storm G2, Marine Corps Intelligence Operations; Third System (post War of 1812) Forts in the American Civil War; Muslim Conquest of Syria, 629-37; English Settlement of Normandy, 1417-53; Korean Admiral Yi Sun-sin & His Turtle Ships; Review of Battles of the Ancient World smartphone app.

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

122746 [1960, Making of a President 3rd \(GMT\)](#) [\\$60.00](#) [DC](#)

Significantly revised, 2-player game based on the 1960 presidential contest between Richard Nixon & John F Kennedy. Issues big & small arise that candidates must deal with, and then must adapt to the changing playing field on the run. Uses a card-driven system. This edition has upgraded components, enlarged campaign card deck, & elements of Twilight Struggle game system. 109 cards, 2 countersheets, 170 blocks. Jason Matthews, Christian Leonard'17

106214 [Car Wars Classic 6th \(S. Jackson\)](#) [\\$15.00](#) [SC](#)

Reprint of the classic Car Wars game in a less elaborate form. Players do combat in the streets of a urban environment, with weapons of all sorts, armor, power plants, etc. Includes 103 counters, 64pgs of rules & a dbl-sided map of an arean & raceway. Previously awarded Origins award for Best Sci-Fi Game; 1.5mil sold tells you something! '14

91312 [Days of Steam \(Valley Gms\)](#) [\\$30.00](#) [DC](#)

2-4 player, fast playing tile-based game of steam RR management. Players lay track to create a route among cities & deliver goods in the most profitable way. Rules in Canadian (English) & German. '10

122752 [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

117772 [Grand Prix \(GMT\)](#) [\\$49.00](#) [DC](#)

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

2-11 players compete in a Formula 1 Gran Prix auto race, each controlling one or multiple 2-car teams. Players score points by being among the top 10 finishers (1st being huge), and also by placement of all cars in the race. Includes 4 race traces (with more surely to come), each with many tight corners limiting the opportunity to pass. Uses game elements drawn from earlier Thunder Alley. Wear & tear on the cars is great, and the penalty for pitstops less in this game. Tracks compatible with earlier Thunder Alley. Includes 122 race, event & team cards. J & C Horger'16

124550 [Illuminati 2nd \[Deluxe\] \(S. Jackson\)](#) **\$26.00** [SC](#)

Graphical & substantive revision of the highly popular 2-6 player card game from the '80s in which all sorts of secret sects & govt agencies try to rule the world. Revision puts money on counters and adds color to the cards. Best Sci Fi game of '82. "Made in China." '99

124394 [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.Dalglish'15

120861 [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

121593 [Modern Naval Battles 3rd: Campaign Kit 2 \(Verssen, Dan\)](#) **\$17.50** [SC](#)

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

124409 [Modern Naval Battles 3rd: Ship Exp Kit 1 \(Verssen, Dan\)](#) **\$18.00** [SC](#)

Expansion kit #1 for this card game of ahistorical ship-ship combat. Adds 110 more ship cards, including ships from Canada, Germany & Italy. D.Verssen'11

122542 [Modern Naval Battles, Global Warfare 3rd \(Verssen, Dan\)](#) **\$40.00** [BC](#)

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

116070 [Nuclear War \[16\] 50th Anniv Edition \(Fly Buffalo\)](#) **\$28.00** [FB](#)

Special 2015 printing to commemorate the 50th anniversary of this great card game celebrating the nuclear hot war we missed. HIGHLY RECOMMENDED card game suitable for significant others, beginners, beer & many replays in a night. Players exchange nuclear bombs until only one player has population remaining. For 2-8 players, so negotiations & grudges play a part. This edition allows up to 8 to play, and now has precut, color population cards. Play mats depict an actual Titan II missile control panel. '16

117027 [Seas of Iron Card Game \(Blackball Gm\)](#) **\$18.00** [SB](#)

Small game of battleship combat for 2-4 players set in the first half of the 20th century. Simple to learn & quick playing, can be played head-head or as teams. Goal is to be the last one floating in a duel to the death. Akin to Modern Naval Battles. '14

121705 [Seas of Iron, Rising Sun Card Game \(Blackball Gm\)](#) **\$16.00** [SB](#)

Stand-alone game that is also compatible with Seas of Iron. Adds US & Japanese aircraft carriers & air cres, plus a random event deck. Includes 5 unique carriers, 6 dice, 96 tokens & 25 event cards plus rules. For 2-4 players. '14

117126 [Seas of Iron: Battleship Exp Kit \(Blackball Gm\)](#) **\$4.00** [n](#)

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

123949 [Thunder Alley \(GMT\)](#) **\$45.00** [BC](#)

2-7 player, fast playing & exciting game of stock car racing using a card-driven system. Each player controls a team of 3-6 cards. Play remains quite fluid, with several cards allowed to move with the play of a single card. Positioning is important to maintain draft & keep your team together. Wear & mechanical failures will force pit stocks. Game includes 4 tracks on 2 dbl-sided mounted boards. Includes 42 car counters & 110 Racing & Event cards. J & C.Horger'14

121025 [Thunder Alley: Extra Tracks Kit #1 \(GMT\)](#) **\$28.00** [ZL](#)

MUST SHIP SEPARATELY if at unboxed rate due to size. Kit including 5 new tracks for this game of stock car racing: Snug Harbor, Wellington, Remy Heckman Speedway, Launis Raceway, and Fraley & Sons Dirt Oval. '15

122762 [Urban Sprawl \(GMT\)](#) **\$30.00** [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

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

117802 [13 Days, the Cuban Missile Crisis 1962 \(Jolly Roger\)](#) [\\$29.00](#) [FB](#)

Game of the incredible tensions & delicate diplomacy occurring during the 13 days of the Cuban Missile Crisis of Oct 1962. Card-driven boardgame that is very fast playing. D.Pedersen, A Granerud'16

119140 [1846, the Race for the Midwest \(GMT\)](#) [\\$49.00](#) [DC](#)

Railroading game in the 1830 (18xx) game system. Railroad boom in the midwest has gone bust, and 5 larger railroads based in the east take advantage of the vacuum. Players try to piece together a dominant railroad from the remnants of the busted railroads. This game has unique features including an opening draft, variable setup and relatively shorter game length. This game system focuses on stock market manipulation as equally or more important than actually operating the railroads owned. Includes 5 countersheets of tiles, 108 cards & stock certificates, mounted map. T.Lehmann'16

114950 [1863, Turning Point in the Civil War#297 \(Dec Gms S&T\)](#) [\\$25.50](#) [u](#)

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.

123090 [Agricola #306 \(Dec Gms S&T\)](#) [\\$25.50](#) [u](#)

Mag & game. Game of the campaign waged by the Roman governor of Britain, Agricola, 82-84AD, to conquer northern Britain & Scotland. Goal for both sides is physical occupation of localities, destruction of opposing leaders & units. Uses the strategem system of prior Trajan series. 140 counters, 10mi/hex. Joseph Miranda'17 / ARTICLES ON: Agricola, the Roman Conquest of northern Britain, 78-85AD; Asymmetric Warfare & Modern Insurgencies; Battle of Kircholm 1605; Shiloh Campaign, 1862; US Army in WWI; Bren Universal Carrier; Lafayette Escadrille at Verdun; USS Herbert Thomas (destroyer).

123677 [American Revolution 2nd \(Decision Gms\)](#) [\\$25.00](#) [zl](#)

2017 reprint in ziplock format. ■ Reprint of this complete reworking of this early, strategic lvl, area move gm of the entire war in N.America, 1776-1783. Greatly enhanced to include the entire theater including Canada, the frontier to the Mississippi River, Florida & the Carribean, and including Spanish & French participation. Lots of special rules giving color to life on the frontier, to mobilizing, to supply & to siege. 75mi/inch; brigade level. 1yr/turn. Campaign & short 4-turn 1775-78 scenario, 228 counters. T.Bomba'17

123261 [American Revolution in the South #304 \(Dec Gms S&T\)](#) [\\$25.50](#) [u](#)

Mag & game. Game of 5 of the historical campaigns conducted in the Carolinas during the American Revolution, 1776-81. Includes 1776 North Carolina, 1779 Savannah, 1780 Overmountain, 1781 Green v Cornwallis, and 1781 Green v Rawdon. Emphasis is on leaders & leadership. 280 colorful counters, 8mi/hex, 50-1500men/unit, individual leaders. Eric Harvey'17 / ARTICLES ON: Southern War for American Independence; Bulgarian Liberation, 1877-78; Chemical Warfare in the 20th Century; Discovering PT-109; Raid on Shaik Sa'id, Yemen, 1914; Shadow Warriors, SOE & OSS; Corps of Canadian Voyageurs.

123410 [Arbela, Alexander's Greatest Victory \(ATO TPS Gms\)](#) [\\$28.00](#) [HP](#)

At Gaugamela, 331BC, Alexander the Great's 47,000 troops were outnumbered something like 5 to 1, yet he defeated 250,000 Persians under Persian King Darius. Uses a card-based system to represent each units abilities. 90 cards, 48 counters. R.Berg'17

122498 [Armies of the White Sun #305 \(Dec Gms S&T\)](#) [\\$25.50](#) [u](#)

Mag & game. Includes 5 errata counters for Desert Fox Deluxe 2nd #300. Solitaire game covering the battle for China from the Marco Polo Bridge Incident to the planned Operation GO-GO aimed at ending Chinese resistance in 1943. Player commands Japanese forces. Includes random events, and uses untried units for Chinese. Victory is geographically based. 18-24months/turn, 37mi/hex, 280 counters, Div/Corp/Army level. Ty Bomba'17 / ARTICLES ON: The War in China, 1937-45; Belisarius & the Reconquest of Africa; Pyrrhic Victory, the Lava Beds War, 1872-73 [near Tule Lake CA]; Vicksburg, Grant's Masterpiece; Opportunities to Win World War I; First Medal of Honor; John Riley, US Traitor & Mexican Hero; U-Boats in the Far East.

117053 [Atlantic, Battle of... \(One Sml Step\)](#) [\\$18.00](#) [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.Graber'16

124510 [Austerlitz 1805, Rising Eagles \(Hexasim Game\)](#) [\\$65.00](#) [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

118683 [Balance of Powers \(Compass Gms\)](#) [\\$95.00](#) [BC](#)

Modest complexity game of World War I throught the world, including land, sea & air forces plus diplomacy, economics & production. Units are mobile until they flip over to entrench, and the war then turns to one of attrition. Combat is within a hex. Production system is simple & streamlined yet depicts the costs of an attritional war. Victory is based on capturing terrain & demoralization. 1mo/turn, 33mi/hex (200 in Africa), Corp level (btl in Africa), 864 counters, 3 maps, up to 7 players but this is basically a 2 sided game. Scenarios for 1914, 1916 & 1917, plus the campaign beginning July 1914. Secondary fronts are playable in isolation, and all are suited to solitaire play. J.Gorkowski'15

119498 [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

124447 [Band of Brothers: Battle Pack I, Epics \(Worthington\)](#) [\\$35.00](#) [BC](#)

Expansion kit with 8 scenarios for the Band of Brothers game series. Includes a double-sided full-size map, and a full countersheet of new unit types. Requires Screaming Eagles, Ghost Panzer & Texas Arrows to play all scenarios. '17

123688 [Battles for the Galactic Empire \(Decision Gms\)](#) [\\$15.00](#) [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

121708 [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

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

**119855 [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: Sain-Denis (1567), Jarnac (1569), La Roche L'Abeille (1569), Courtras (1587) and Arques (1589). Three maps, 540 counters, 100-500 men/unit, 300-500m/area, 20min/turn. P.Hardy'16

**119745 [Campaign for Vicksburg, 1863 \(ATO TPS](#) [\\$26.00](#) [HP](#)
[Gms\)](#)**

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

121895 [Ceres, Operation Stolen Base \(Decision Gms\)](#) [\\$9.00](#) [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

116723 [Chosin Few \(Victory Pt\)](#) [\\$23.00](#) [SB](#)

Solitaire game of the 1st Marine & 7th Infantry's experience in northern Korea in October-November 1950 as Chinese forces nearly overwhelm & surround the surprised American forces along Chosin Reservoir. You win if you complete all your mission objectives, and lose if you are unable to complete any of them. N.Hansen'16

122339 [Clash of Giants, American Civil War \(GMT\)](#) [\\$38.00](#) [BC](#)

Package of 2 games using a similiar system, covering the key battles of Second Bull Run (Aug 1862) and Gettysburg (July 1863) during the American Civil War. Uses game system developed in 2 earlier Clash of Giants games (both on WWI). Uses a chit activation system to select the Union corps or Confederate divisions that may move proving the uncertainty of command. Both battles were meeting engagements with units slowly arriving over time; system allows units to arrive late or along a different road. T.Raicer'17

**120731 [Comancheria, Rise Fall of Comanche Empir](#) [\\$45.00](#) [BC](#)
[\(GMT\)](#)**

Second game in First Nations series. Solitaire game of the rise & fall of the Comanche empire in the American Southwest between 1700 and 1800. After the Comanches obtained horses, they developed the most effective light cavalry force in the hemisphere, and aggressively attacked its many neighbors. But its neighbors are many and powerful including the US, Mexico and its Texas colony, and other Indian nations including the Cheyenne, Pawnee and others. Point-Point movement, 6m-2yrs/turn, 133 cards, 2 counterships. J.Toppen'16

**123983 [Commands & Colors Tricorne Am Revolutn](#) [\\$85.00](#) [DC](#)
[\(Compass Gms\)](#)**

Game of tactical battles during the American Revolution using the popular Commands & Colors game system which uses command cards to drive movement. Adds several new rules systems to provide historical depth & challenges to those experienced with this sytem. Simpler game with fast play time. Scale varies with scenario. 12 battle scenarios including Bemis Heights, Bunker Hill I & II, Camden, Cowpens, Guilford Courthouse, Eutaw Springs & more. 309 wooden blocks, 3 decks of a total of 108 cards. Richard Borg'17

118589 [Crete 1941 #47 \(Dec Gms W@W\)](#) [\\$90.00](#) [n](#)

Mag & Game. Operational level, solitaire, point-point game of the German airborne invasion of Crete in May 1941. Player controls the Germans, attempting to both capture the island quickly while minimizing casualties. Suitable for cooperative play by 2 players. BtlN level, 12-72 hours/turn, 176 counters. J.Miranda'16 / ARTICLES ON: Battle for Crete 1941; Defense of Bataan, 1941; Zhukov's Greatest Defeat, Operation Mars; Hitler's Greatest Mistake, the Survival of Britain; German Col General Herman Hoth, 1885-1971; USS Rasher, Venomous Vixen; Three Odd Weapons to Save Britain; Utah Beach v Omaha Beach.

119288 [Cuba Libre, Castro's Insurgency 2nd \(GMT\)](#) [\\$65.00](#) [DC](#)

2016 2nd edition. ■ Reprint & revision of this game using the COIN (Counter Insurgency) system covering the model of the late-20th century guerilla revolutuion, 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

**123468 [Demyansk Shield, Frozen Fortress 1942 \(Legion](#) [\\$45.00](#) [BC](#)
[Wargm\)](#)**

Game covers the campaign near the Valdai Hills area near Leningrad in the first five months of 1942. Soviet winter offensive had broken the German lines, threatening to isolate 70,000 Germans around Demyansk and later the entire German 16th Army and open a supply line to Leningrad. Designed by a yeoman designer. BtlN/rgt/brig level, 2mi/hex, 6days/turn, 352 counters. Vance von Borries'17

111749 [Dien Bien Phu #17 \(Dec Gms ModW\)](#) [\\$25.50](#) [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/btlN level. J.Miranda'15 / ARTICLES ON: Dien Bien Phu, the Decisive Battle for Indochina; Operation Vulture, Plans for Direct US intervention at Dien Bien Phu; Kolwezi 1978, French Legionnaires to the Rescue in the Congo; the second Chechen War, 1999-2000; the Ukrainian Insurgent Army & Operation Vistual, 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.

**121672 [Distant Plain, Insurgency Afghanistan 2d](#) [\\$75.00](#) [DC](#)
[\(GMT\)](#)**

2016 2nd edition. Last copy. ■ 2016 Reprint of this 1-4 player game using the COIN game system (Andean Abyss, Cuba Libre), playing out the contemporary insurgency in Afghanistan after the US invasion in 2001. Two competing counter-insurgency factions must reconcile their differences to prevail against a twin insurgency. Terror, drug trafficking, extortion, sabotage, drones & more. Includes solitaire rules. 117 wooden blocks, 78 cards, 1-2yrs/turn. V.Ruhnke, B.Train'16

124164 [Doolittle Raid, Tokvo 1942 \(GMT\)](#) [\\$42.00](#) [BC](#)

Game using the Enemy Coast Ahead system to depict the morale-raising US raid on Tokyo early in 1942. Using B-25 bombers launched from carriers, the US strikes the capital of Japan. Playable both as a 2-player game and solitaire. '17

**105903 [Dragon vs Bear, China v Russia #12 \(Dec Gms](#) [\\$22.50](#) [n](#)
[ModW\)](#)**

Part # Title (Publisher)

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

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.

124468 Drive on Moscow 2nd (Decision Gms) \$37.00 zl

Update in ziplock format of game previously published in S&T 244, here with updated rules & graphics plus revised German OoB. Simpler, operational level game of the final German attempt to sieze Moscow in 1941. Covers the time from 1 Oct thru 7 Dec., from Kursk to Kalinin. 7.5mi/hex, div level, 1wk/turn. 2maps, 352 large counters. Joseph Miranda'17

117848 Duel in the North #48 (Dec Gms W@W) \$25.50 z

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.

121886 El Alamein, Rommel at Alam El Halfa (Decision Gms) \$15.00 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

116718 Empires In America, French & Indian War (Victory Pt) \$27.00 BC

Solitaire game using the States of Siege system depicting the entire French & Indian War of 1754-1762. Focused on the wilderness of the New World, this was actually the first world war and included the Seven Years War (1756-63). Player controls the New France colony from Halifax to the Ohio Valley on a point-point map. Includes a focus on the leaders of the time. Includes 52 counters, 75 cards, half season/turn, army level. J.Miranda'16

121954 Enduring Freedom, Afghanistan 2001-2 #30 (Dec Gms ModW) \$25.50 z

Mag & game. Operational level, solitaire game of the US-dominated & inspired invasion of Afghanistan. Begins in 2001 and concludes after Operation Anaconda in 2002. Player controls the so-called coalition of the willing. Goal is to destroy Al Qaeda & the Taliban, and establish a stable Afghanistan, a political reading of the war's purpose which ignores the Bush administration's grander aims in the world. Area move on a rather bland map of all of Afghanistan. Includes much of the multi-dimensional aspects of modern war. 176 counters. Joseph Miranda'17 / ARTICLES ON: US Invasion of Afghanistan 2001; Operation Kavkaz, Soviet Presence in Egypt, 1970-72; Uncertain Future of the Aircraft Carrier; Global Terrorism, Insurgency & Guerrilla Warfare in the 21st Century; Bolivia's Landlocked Navy; Nordic Model & Swedish Conscript; Indonesian Military Upgrades; the New Iraqi Republican Guard; US Navy's Littoral Combat Ship; 6 Generations of Jet Fighter.

115869 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

123526 Fall of Berlin 2nd (One Sml Step) \$18.00 Fo

Solitaire game of the Soviet attack on Berlin, and the bitter battle that ensued, between 20 April and 2 May. Uses a sort of point-point map of Berlin. 24 event cards, 88 counters, 100yd/hex. Graber, Gary'17

115490 Fallujah 2004, City Fighting in Iraq #23 (Dec Gms ModW) \$25.50 z

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

117906 Festung Europa, Western Europe 1943-5 (Compass Gms) \$61.00 BC

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

120270 Fields of Despair (GMT) \$69.00 DC

Unique block-system game of World War I on the western front, 1914-18. Covers land combat, artillery, stossstruppen, tanks, and abstractly the war at sea, the Eastern Front, chemical weapons & more. Scenarios for 1914, 1915-16, 1917-18, a solitaire scenario putting the player in the shoes of the Allies of 1917, plus a campaign covering the entire war. Includes 140 wooden block, 74 cubes, 2 countersheets. 28mi/hex. Kurt Keckley'17

119643 Finnish Civil War, 1918 #84 (Compas PprWr) \$39.00 z

Mag & game. Two parallel games of the Finnish civil war in early 1918 using same map & most counters. Simpler Brigade-Level game uses a smaller counterset & faster moving game. Company-Level (standard) game uses more counters & different charts. Set as Finland establishes itself as an independent nation, and Soviet & Finnish communist forces from within & outside Finland respond. Map covers the more populous southern area of Finland. Units ostensibly company-level, reflect the amorphous quality of units in the war, with some btln/regt level. Victory based on ratio of control of all towns shown on the map. Many factors including unit's strength in each combat determined by die rolls. B.Train'17 / ARTICLES ON: Reviews of OSG Last Success, DG Red Dragon Green Crescent #1, ATO Beyond Waterloo, GMT Sekigahara; VPG Last King of Scotland, REV Road to Cherin; Designer's Notes on CPS Lamps Are Going Out Event Cards; Finnish Civil War Designer's Notes; History of the Finnish Civil War of 1918; History of the Franco-Prussian War; Interview with Benjamin Richter about his game, Kido Butai.

118182 First Crusade #299 (Dec Gms S&T) \$35.00 z

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

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 Christendom. 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.

123697 First Saratoga, Sept 1777 (Decision Gms) \$8.00 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

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

Grand tactical game of a battle fought in 1495 between French forces under Charles VIII and Condottieri 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

111038 Gates of Vienna, Europe 1683 #295 (Dec Gms S&T) \$52.00 n

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.

123478 Genesis, the Late Bronze Age:MOUNTED MAP (GMT) \$16.00 n

Mounted map for this multiplayer game of the development of civilization thru the Bronze Age. '17

122810 Germantown, Washington Strikes, Oct 1777 (Decision Gms) \$8.00 Fo

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

119319 Given Up For Dead / Utmost Savagery #43 (Against Odds) \$32.00 HP

Mag & 2 games. GIVEN UP FOR DEAD is a game of the hopeless yet stoic defense of Wake Island in light of overwhelming Japanese strength and no hope of rescue by the US navy. Defenders sank 2 destroyers & caused hundreds of Japanese casualties. / UTMOST SAVAGERY covers the US invasion of Peleliu in what the US navy leaders would be a simple 4 day operation. Instead, it lasted 2 months & caused the greatest percentage of casualties of any battle in the Pacific. '15

124118 God Kings, Dawn of Civilization 2nd (Compass Gms) \$59.75 BC

Reprint of this 2-4 player strategic level, card-driven, multiplayer game of "antiquity", 15th-13th century BC. Object is to establish the historical empires & be the biggest & baddest. '16

117110 Grant's Gamble, Wilderness Campaign 1864 (Worthington) \$49.00 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

119584 Great Northern War #302 (Dec Gms S&T) \$25.50 n

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.

124441 Great War at Sea: Second Great War Kit (Avalanche) \$15.00 zl

Scenario kit providing very hypothetical naval engagements based on the assumption that Woodrow Wilson was able to end WWI thru a negotiated settlement. The nations of that era survive the war only to engage in a Second Great War years later. France, Italy & Russia square off against Germany, Austria & Poland. Mike Bennighof'17

122332 Great War, 1914-1918, 3rd (One Sml Step) \$48.00 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

114963 Green Beret, Vietnam Solitaire #18 (Dec Gms ModW) \$49.00 n

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.

124121 Guderian's War, Advance on Moscow 1941 (One Sml Step) \$50.00 BC

Simpler, 2-player game of the German Barbarossa offensive into the USSR during the summer of 1941, June-Sept. German goal is to capture more territory more quickly than was done historically. 16mi/hex, div level, 1wk/turn. Uses untried unit dynamic for most Soviet units. Ty Bomba'17

107912 Hastings 1066 (ATO TPS Gms) \$28.00 HP

Game on one of the 20 most-decisive battles of human history, judged by LTC Joseph Mitchel in his book. Game covers the pivotal battle of Hastings, England, in 1066, as William of Normandy invades England & begins pillaging to encourage the English king, Harold, to offer battle quickly. Harold's loss influence a millenia of English (and world) history after. 90 counters, mounted map. L.Tolver'15

115650 Hindenburg's War #288 (Dec Gms S&T) \$37.50 n

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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.
- 122245** [Hold the Line, American Revolution 2nd](#) [\\$65.00](#) [FB](#)
[\(Worthington\)](#)
 2017 2nd edition now including 190 plastic minis. Game covering tactical level combat during 12 key battles of the American Revolution plus battles from the 1759 French & Indian War (previously published as Clash for a Continent). Terrain constructed w/ dbl-sided tiles. Covers battles of Long Island, Harlem Heights, Princeton, Trenton, Hobkirk's Hill, Eutaw Springs, Bemis Heights, White Plains, Kings Mtn, Brandwine & Monmouth. 2nd edition includes additional scenarios plus over 190 plastic minis in 5 varieties. '17
- 124435** [Hold the Line: French & Indian War Kit2d](#) [\\$33.00](#) [BC](#)
[\(Worthington\)](#)
 2017 2nd edition. ■ Updated & enlarged 2nd edition kit adding the rules, 12 scenarios, French & Indian units, etc, to cover battles from the French & Indian War of 1759-61 using Hold the Line. 2nd edition includes plastic minis for French, Indian & ranger forces, plus new terrain tiles. '17
- 123511** [Holdfast, Atlantic \(Worthington\)](#) [\\$49.00](#) [FB](#)
 Strategic level, block system game of the naval battle for control of the Atlantic Ocean during World War II. German & Italian U-boat & surface fleets threaten the convoy routes that the Allies depend upon. Surface & sub forces contest control of sea areas surround Europe during WWII. Fast playing & relatively accessible game system. '17
- 117913** [Holdfast, North Africa 1941-42 \(Worthington\)](#) [\\$46.00](#) [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
- 123512** [Holdfast, Pacific 1941-45 \(Worthington\)](#) [\\$54.00](#) [FB](#)
 Strategic level, block system game of the entire war in the Pacific during World War II, 1941-45. Fast playing, relatively simple & accessible game that encompasses naval & air power, land unit control of islands & all-important airbases. '17
- 117036** [Huzzah! Four BtIs of the Am Civil War v1 \(One Sml Step\)](#) [\\$42.50](#) [BC](#)
 Quadrigame of 4 grand tactical battles of the American Civil War. These are small but significant battles: Belmont, Iuka, Newbern and Stephenson's Depot. Uses an evolution of the Rebel Yell system now called Huzzah! 3+companies/unit, 150-200yeds/hex, 560 counters, 4 small maps. R.Dengel'16
- 120889** [I Will Fight No More Forever #82 \(Compass PprWr\)](#) [\\$42.00](#) [□](#)
 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 Skorpion.
- 123673** [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
- 124168** [Illusions of Glory, Grt War Eastrn Front \(GMT\)](#) [\\$45.50](#) [BC](#)
 Game covering World War I on the Eastern Frong using the Paths of Glory card-driven game system. Focuses exclusively on the eastern front, and thus decreases the scale (compared to Paths of Glory). Includes the Italian & Balkan fronts as well. The massive but fragile Allied forces must best those of the Central Power forces of Germany, Austria-Hungary, Bulgaria & Turkey. Cards make things tense as they can be used for the illustrated event on the card OR movement, combat OR replacement. Mounted map, 3 countersheets, 110 counters. Perry Silverman'17
- 123772** [Invasion 1066, Stamford Bridge 2nd \(Revolution\)](#) [\\$20.00](#) [zI](#)
 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
- 121963** [Invasion Afghanistan #26 \(Dec Gms ModW\)](#) [\\$25.50](#) [□](#)
 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.
- 123422** [Invincible Armada, 1588AD \(ATO TPS Gms\)](#) [\\$28.00](#) [HP](#)
 One of the key battles of history, the defeat of the Spanish Armada in 1588 set the future of Europe and the New World. Game covers the campaign at both the strategic & tactical level, with event chits that influence play. Includes 170 counters and a mounted map. M.McLaughlin'17
- 118666** [Jackson & Sheridan, the Valley Campaigns \(Worthington\)](#) [\\$46.00](#) [BC](#)
 3rd in the Blue & Gray Campaign game series which uses blocks for partial hidden movement & simplicity. Covers the 1862 & 1864 campaigns in the Shenandoah Valley & central Virginia as the Union contests Confederate control of this key source of food for the Confederacy. '16
- 118582** [Kaiser's War in the East 1914-18 #301 \(Dec Gms S&T\)](#) [\\$25.50](#) [□](#)
 Mag & Game. Strategic level game of World War I on the Eastern Front, 1914-17. Key to game are victory points which are awarded per scenario and geographic objectives, lost with each unit destroyed, and must be used to receive reinforcements & perform certain actions. Corp level, with some specialized units like armored trains. Scenarios beginning in 1914, 1915 and 1916, each extending till winter of a year of the players choosing. 176 counters, 70km/hex, 1-2mo/turn. J.Miranda'16 / ARTICLES ON: World War I on the Eastern Front, 1914-18; Gustavus Adolphus in the 30 Years War; Varangian Guard of the Byzantine Empire; Naval Small Vessel Roles in Contemporary era; Battle of Boyne, 1690; Sparta's Surrender at Sphacteriam 425BC; Soviet Pre-WWII Breakthru Tanks.

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

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| <p>121422 <u>Kandahar, Spcl Forces In Afghanistan #21 (Dec Gms ModW)</u> <u>\$25.50</u> <u>n</u>
 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.</p> | <p>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</p> |
| <p>120174 <u>Lamps Are Going Out, World War I (Compass Gms)</u> <u>\$52.00</u> <u>BC</u>
 2-4 player, grand-strategic scale game of World War I in Europe, the Near East & Eastern Africa, plus the naval war in the Atlantic, Aug 1914 - Nov 1918. Includes 120 event card providing color & also representing political events, leadership & military developments. Includes an economic & production system, with technological innovations key to gaining advantage on the battlefield. Seasonal turns, area-move, army level, for 2-3 players but suitable for solitaire play. Military & economic factors are simplified in favor of fast play. Key dynamic is production points used to field & move armies. 176 counters, 100 cards, 1 map. K.Uhlmann'16</p> | <p>124245 <u>Long Range Desert Group (Decision Gms)</u> <u>\$9.00</u> <u>Fo</u>
 Small solitaire game of the Allied special operations against Axis forces in North Africa, including attempts to kill or capture Rommel, 1941-2. Player must complete 1 of 4 missions to win a scenario, or complete all 4 missions to win the campaign. Co/btln level, area move, 75mi/inch, fast playing, simpler. '16</p> |
| <p>117120 <u>Lee's Invincibles, Gettysburg Campaign (Worthington)</u> <u>\$43.00</u> <u>BC</u>
 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</p> | <p>115483 <u>LZ Albany #24 (Dec Gms ModW)</u> <u>\$25.50</u> <u>n</u>
 Mag & game. Covers the ambush of US air cav units (2nd btln, 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.</p> |
| <p>123494 <u>Ligny & Wavre 1815, Last Victories (Ludifolie Ed)</u> <u>\$30.00</u> <u>Fo</u>
 French-produced game with English rules. Uses the Jours de Gloire game system to cover Napoleon's final 2 victories during the Waterloo campaign, 16-19 June 1815. Covers the battles of Ligny and Wavre where the French confront, defeat and attempt to pursue the Prussian Army. 2 maps, 432 counters, 400m/hex, 90min/turn, 5 scenarios. Frederic Bey'17</p> | <p>116601 <u>Mansfield, Crisis in the Pine Barrens (Decision Gms)</u> <u>\$9.00</u> <u>Fo</u>
 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</p> |
| <p>121125 <u>Little Bighorn 3rd (Legion Wargm)</u> <u>\$48.00</u> <u>BC</u>
 2016 3rd edition. ■ Revision of this award-winning game of the battle that ended Custer's career as an rash Indian fighter commanding the US 7th Cavalry. Custer divides his forces then blunders into a mass encampment of Cherokee & Sioux Indian and is ultimately surrounded and annihilated. This game focuses on Custer's forces, with options for the arrival of Gibon's forces and/or the use of the latter's gattling guns in this battle; Rosebud, a sister game, covers Cook's forces. Tactical level, with 20min/turn. Ammo and supply is a key factor. 440 large counters, 2 maps. M.Taylor'16</p> | <p>113704 <u>Marignan 1515 2nd (Ludifolie Ed)</u> <u>\$27.00</u> <u>Fo</u>
 Update of a game appearing in a very early issue of Vae Victis magazine (#3). Game of the 5th War of Italy, July 1515-Feb 1517, which included the battle of Marignano that shaped the Swiss relationship with the rest of Europe. The French & their allies take on the Swiss and their many allies (including the Papacy, the Holy Roman Empire & the Kingdom of Naples). Both seek to gain control of the Duchy of Milano and Venetian areas held by the Holy Roman Empire. Players must collect resources each turn and pay their numerous mercenary forces -- or to bribe opposing forces. Game is both strategic and tactical, with both gunpower & pike forces involved. English language edition. 1-2mo/turn, 1-2000men/unit, 216 counters. '16</p> |
| <p>118796 <u>Lock 'n Load: MODERN CORE RULES v4.1 Kit (Lock 'n Load)</u> <u>\$15.00</u> <u>Bk</u>
 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</p> | <p>113704 <u>Marignan 1515 2nd (Ludifolie Ed)</u> <u>\$27.00</u> <u>Fo</u>
 Update of a game appearing in a very early issue of Vae Victis magazine (#3). Game of the 5th War of Italy, July 1515-Feb 1517, which included the battle of Marignano that shaped the Swiss relationship with the rest of Europe. The French & their allies take on the Swiss and their many allies (including the Papacy, the Holy Roman Empire & the Kingdom of Naples). Both seek to gain control of the Duchy of Milano and Venetian areas held by the Holy Roman Empire. Players must collect resources each turn and pay their numerous mercenary forces -- or to bribe opposing forces. Game is both strategic and tactical, with both gunpower & pike forces involved. English language edition. 1-2mo/turn, 1-2000men/unit, 216 counters. '16</p> |
| <p>118798 <u>Lock 'n Load: WWII CORE RULES v4.1 Kit (Lock 'n Load)</u> <u>\$15.00</u> <u>Bk</u>
 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</p> | <p>121034 <u>Marshalls, The..., v4, Joseph (Ludifolie Ed)</u> <u>\$25.00</u> <u>Fo</u>
 Fourth game in The Marshalls series (published by different publishers). This volume covers Joseph's response to being surprised by the Anglo-Spanish attack on Madrid in Nov 1809. 216 counters, point-point map, 5 scenarios + campaign, div/brig level. Denis Sauvage'17</p> |
| <p>116991 <u>Lone Jack, Battle at... (One Sml Step)</u> <u>\$21.00</u> <u>Fo</u></p> | <p>124171 <u>MBT [Main Battle Tank] 2nd (GMT)</u> <u>\$66.00</u> <u>BC</u>
 "Main Btl Tank." GMT's 2016 update of AH's detailed armored combat between Warsaw Pact & Nato forces, circa 1987. Highly detailed combat system, with each unit type has dozens of rated qualities. 5 double-sided geomorphic mounted maps, 6 countersheets, 28 tankcards. Individual AFVs & guns, half & full squad inf units, 15sec-15min/turn, 100m/hex. J.Day'16</p> |
| | <p>124507 <u>Med Sirocco (Hexasim Game)</u> <u>\$30.00</u> <u>SC</u>
 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</p> |

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

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| <p>122349 <u>Medieval Conspiracy (Grebe GmDsgn)</u> \$55.00 DC</p> <p>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</p> | <p>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.</p> |
| <p>122825 <u>Merrill's Marauders, Commandos in Burma (Decision Gms)</u> \$9.00 Fo</p> <p>Small solitaire game of Merrill's Marauders & British Chindits (special forces) operating behind Japanese lines in Burma late in WWII, 1943-4. Player must complete 1 of 4 missions, or all 4 missions in a campaign, to win. Co/btln level, 17mi/inch, fast playing, simpler. '16</p> | <p>120891 <u>Nine Years, War of the Grand Alliance (Compass Gms)</u> \$52.00 BC</p> <p>Point-point move, stand-alone game that can be mated with No Peace Without Spain. Uses the NPWS system to depict the 9 years of war, 1688-1697, as France's Louis XIV begins a war of aggression called the War of the Grand Alliance in 1688. Concurrently, William III invades England & deposes his father-in-law, King James II. (European history is so very messy!) 1 map, 55 cards, 100 counters. Linking with No Peace allows the entire war, 1688-1713, to be covered in Europe & North America. S.Chick, K.Van Beurden'17</p> |
| <p>117050 <u>Middle Creek, Eastern Kentucky Jan 1862 (One Sml Step)</u> \$21.00 Fo</p> <p>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</p> | <p>117182 <u>No Middle Ground, Golan Heights 2nd #46 (Against Odds)</u> \$29.00 HP</p> <p>Enlarged, colorized update of this btln/brigade level game of the Syrian attack on the Golan Heights on the Israeli frontier during the Yom Kippur War of 1973. Intended to be a tense but simple slugfest. Uses a chit activation system. 3 scenarios cover the initial Syrian attack, the Israeli counterattack, and the campaign. P.Rohrbaugh'16</p> |
| <p>123510 <u>Miracle on the Marne (One Sml Step)</u> \$42.00 BC</p> <p>Game of the battle of the Marne, Sept 1914, as the Allies sieze upon the open German flank to drive them back from Paris and apparent defeat. 1 map, 1.5 countersheets, rgt/div level, 15mi/hex. Jon Compton'17</p> | <p>120846 <u>Objective Havana # 28 (Dec Gms ModW)</u> \$25.50 n</p> <p>Operational level, solitaire game of the planned but not executed US invasion of Cuba after the failure of the Bay of Pigs. Player controls US forces & assets on a point-point map of Cuba. System is mission-oriented, with player executing a string of specific missions including movement of air & land units, conventional & unconventional warfare, air transport & landing, amphibious movement. Outcome judged by points; even if WWII occurs you might still win... J.Miranda'17 / ARTICLES ON: Missile Crisis 1962; Iraq & Iran at War, 1980-8; Rise of ISIS; Air War over Angola 1975-89; Special Ops, Mercs, Killer Robots; Russian Plans for Naval Bases in Latin America; Future Defense of Europe; China's Military Budget; Defending Israel's Natural Gas Fields; War in Mega Cities.</p> |
| <p>120844 <u>Modern Battles, Kaliningrad & Mosul # 27 (Dec Gms ModW)</u> \$25.50 n</p> <p>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. Btln/Brig level, 1.8-4km/hex, 12-72hrs/turn. J.Miranda'16 / ARTICLES ON: Crisis in the Mid-East; Myth of Modern Airpower; Breaking the Phalanx (Again); US Commandos in teh Korean War; Is the Lord's Resistance Army Back?; Piracy in the SOuth China Sea; Turkey's Army; I Was There: Operation Protea, Angola, August 1981; North Korean Cyber War Units.</p> | <p>117256 <u>October War, Arab-Israeli War 1973 # 25 (Dec Gms ModW)</u> \$45.00 n</p> <p>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.</p> |
| <p>123693 <u>Mortain Counterattack, Drv to Avranches (Decision Gms)</u> \$15.00 Fo</p> <p>Folio game of the key German attack aimed at cutting of the thin supply line to the Allied breakout near Avranches south of Normandy. The Germans mass 4 panzer divisions near Mortain, attacking the US 30th Inf which is tasked with buying time. Emphasis on special units' abilities, and support by artillery & aircraft. 100 counters, small map, btln level, 0.5mi/hex. '16</p> | <p>120524 <u>Ogre Objective 218 (S. Jackson)</u> \$10.50 SB</p> <p>Stand-alone game in the Ogre series with many of the simple mechanics & goals of Battle for Hill 218. Allows an Ogre game in a half hour's time. Uses cards to represent forces & terrain/objectives. '16</p> |
| <p>124120 <u>Nato, Nukes & Nazis II [2nd] (One Sml Step)</u> \$50.00 BC</p> <p>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</p> | <p>118751 <u>Operation Dauntless (GMT)</u> \$41.00 BC</p> |
| <p>117010 <u>New World Order, Kiev & Ulaan Baatar #22 (Dec Gms ModW)</u> \$25.50 n</p> | |

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

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

116660 Operation Gertrud #49 (Dec Gms W@W) \$25.50 n

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

117042 Operation Whirlwind, Budapest Nov 1956 (One Sml Step) \$17.00 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

121032 Orages a L'Est [Storms in the East] (Vae VictisGm) \$25.00 Fo

French-produced game with both French & English rules. Covers the Soviet offensives against two German Allied nations in 1944. In 1944, the Soviet 30th Guard Army attempted to knock out Finland via assault in the Tali-Ihantala area, including against the VKT fortified line. They made progress to the point of breaking thru, but were turned back by the last of the Axis reserves and armored forces. In Romania, the Soviets and the now-Soviet-allied Romanians attacked the Hungarian 2nd Army in Transylvania attempting to cross the Mures River & force the Turda Pass. Backed by the German 23 Pzr, the Soviets eventually ceased their offensive. Rgt/div level, 4.5km/hex, 2days/turn, 216 counters, 7 scenarios. F.Coupeau'15

119027 Pacific Battles, Malaya #51 (Dec Gms W@W) \$25.50 n

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.

120274 Panzer 4th (GMT) \$56.00 BC

2016 reprint of GMT's reworking of this detailed, colorful game of tactical armored combat in the east, 41-45, integrating minis & contemporary wargame elements, and evolved from the Yaquinto trio of tactical games (including 88 & Armor). Covers sml unit actions (platoon to btln sized), with individ AFVs at 100m/hex, 30+sec/turn. Base game has 10 scenarios (including intros) plus all the TO&E to design your own, 296 counters (rather stunning ones). Oh, & don't miss the Panzerblitz-like box cover. J.Day'16

119454 Panzer Grenadiers, Kokoda Campaign (Avalanche) \$32.00 BC

Complete game covering multiple battles along the Kokoda Trail as the Japanese attempt to press onto Port Moresby, New Guinea, after the failure of their seaborne assault at Coral Sea. Includes 30 scenarios w/ historical article, plus 2 maps, from previous Kokoda Trail kit, plus 428 counters from Guadalcanal and Afrika Korps games. D.Cheever, M.Ward, D.Rouleau'16

123518 Panzer Grenadiers: Spearhead DivisionKit (Avalanche) \$18.00 z

Scenario kit for the Panzer Grenadier series. Provides 25 new scenarios requiring Elsenborn Ridge to play, all focused on the crack 3rd 'Spearhead' Armored division, with 4 campaigns that link scenarios together in a series. 88 counters.'17

122336 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

123531 Pemberton & Grant, Vicksburg 1863 (Worthington) \$45.50 BC

Block system game covering Grant's 1863 campaign to capture the crucial city of Vicksburg from the Confederates under Pemberton, and with it control of the Mississippi River. Uses a point-point map. Fast playing, easy-to-learn game system. '17

122830 Phobos Rising! Insurgency on Mars (Decision Gms) \$9.00 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

123632 Putin Strikes, Coming War Eastern Europe (One Sml Step) \$39.00 BC

Game of the hypothetical situation were Putin's Russia to decide to go all-in with a bold, conventional war attack to the west, hoping for a short war that reshapes its borders . 1 countersheet. Ty Bomba'17

121957 Putin's War # 29 (Dec Gms ModW) \$25.50 n

Mag & game. Includes Variant counters for Red Dragon/Green Crescent #1 (16), Kandahar #22 (23), Green Beret #18 (25). Simpler, strategic level game of a Russian attempt at resurgence in eastern Europe based on an understanding of Putin as aggressive and expansionist. Russia seeks a fast land grab aiming to restore its 1989 borders at the expense of many of its neighbors & former republics. Fast playing & well suited to solitaire play. Game shows evidence of having been rushed into production prematurely. 176 counters, Brig/div/Corp level, 55mi/hex, 3days/turn. Ty Bomba'17 / ARTICLES ON: Geopolitics in the 21st Century; Analysis of the Potential for an Isis Attack in the US; the Indo-Pakistan War of 1971; Strategic Implications of Global Climate Change; Nigeria's NDA, Reactivation of the Niger Delta Insurgency; Gerasimov Doctrine; Douth China Sea; Afghan Air Force; British Logistical Failures in Operation Iraqi Freedom; Turkish Downing of a Russian Fighter, 2015; FV432 AFV.

118804 Raid & Riposte 2nd (Lock 'n Load) \$15.00 z

2nd edition overhauls the game with new graphics, counter art & rules. Area move game of the battle for Tannenbruck, Germany, c.1985. A Soviet para regt holds the town and must hold off repeated attacks by US & Bundeswehr forces attempting to retake the town. Includes infantry, armor, helicopters, snipers, leaders & special forces. Designed to be quick playing with easy-to-learn rules; good for beginners. Company/pltn level. '16

119321 Red Dragon, Blue Dragon #45 (Against Odds) \$29.00 HP

Mag & game. Game covers the largely unknown (in the west) yet decisive Huaihai campaign of the Chinese Civil War near the city of Xuzhou from Nov 1948 - Jan 1949. The Communists must quickly capture this key city, or cause very heavy casualties on the Nationalists to win. Corp level, 1wk/turn, 20km/hex, 160 counters. E.Dixon'16 / Also includes mini-game Dueling Eagles!

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

**120604 Redvers' Reverse, Battle of Colenso 1899 \$45.00 BC
(Legion Wargm)**

Solitaire, area move game of the attempted British relief of the siege of Ladysmith, South Africa, in 1899. Facing determined Boer opposition, 16700 British race against time to relieve the siege while minimizing British casualties. Key dynamic is losses inflicted upon Boers, which slowly decrease their morale, staying power, firepower and increase the likelihood of withdrawal. Strength of Boer units is hidden until engaged. BtlN/battery level, with lots of focus on tactical impacts at that level. BtlN/regt level, 30min/turn, 240 large counters. G.Noble'16

**123982 Revolution Road, Battles of the Am Rev \$54.00 BC
(Compass Gms)**

Game of four battles of the American Revolution (Boston, Lexington, Charleston & Concord) using 2 distinct game systems. One involves a detailed area-move map of the Boston area. The second involves an area movement map of the larger Massachusetts colony. High solitaire suitability. 228 counters, 22 cards, 2 maps. John Poniske & Bill Morgal'17

**119642 Rising Sun Over China, Sino-Jap War # 83 \$44.00 z
(Compas PprWr)**

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;

121273 Sadowa Campaign, 1866 (ATO TPS Gms) \$26.00 HP

One of the 20 decisive campaigns of history. This unheard of campaign from the obscure Austro-Prussian War of 1866 furthered Bismarck's trajectory of making Germany a modern nation - and likely formed the basis for two world wars. An outnumbered but aggressive, more progressive Prussian army faces a slow moving Austrian army that largely failed to exploit its advantages. But France could have entered the war, and other possibilities were present. J.Werbaneth'17

123984 Saipan, the Bloody Rock (Compass Gms) \$94.00 BC

Game of the bitter & lengthy invasion of and eventual conquest of the island fortress of Saipan, June 1944. 2 US Marine & 1 Army division are created by 30,000 entrenched Japanese. In the end, most of the Japanese, plus 14,000 Americans (and 22,000 civilians) would be casualties. But the island later housed airbases used to bomb the Japanese mainland. First of the Company Scale (CSS) system, as well as an intended series on the conquest of the Mariannas. Very lengthy game, with 1056 counters, 2 maps, hi solitaire suitability. Adam Starkweather'17

120834 Sealion, German Invasion of England #52 (Dec Gms W@W) \$25.50 z

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

123528 Second World War (One Sml Step) \$69.96 BC

Highly strategic level game of the entirety of World War II in Europe, the Pacific & northern Africa. 3 maps, 4 countersheets. Can be played by more than 2 players. 3 maps, 4 countersheets. Peter Bertram, Randall MacInnis, John Powers'17

**123521 Second WW at Sea: Ships of Plan Z Kit \$22.00 z
(Avalanche)**

Scenario kit depicting hypothetical fleet actions had Germany's planned Plan Z navy been deployed. '17

**118529 Seikigahara, the Unification of Japan 3rd \$48.00 DC
(GMT)**

2016 3rd edition. ■ 2016 Reprint. Simpler block-style game set in 1600 in Japan as each clan attempts to gain dominance over, and thus unify, all of Japan under one Shogun. A 7-week campaign including marshalling armies of dubious loyalty, fight key battles & secure defections from your enemies. 119 blocks, 110 cards, 5000men/block, 3.5days/turn, simpler mechanics. Combat is resolved via card play. M.Simonitch'16

110737 Set Europe Ablaze (Against Odds) \$37.00 HP

2014 Annual (yeah, in mid-2015). Card-driven game of the battle in western occupied Europe in WWII as Britain creates & supplies civilian resistance forces across Europe. Played on an abstracted, area-move map representing France & the Low Countries. J.Prados'15 / Also includes Depths of Courage, a small, solitaire game of the first true, successful submarine attack launched in 1864 during the American Civil War.

119563 Shanghai Incident, Jan - March 1932 (Decision Gms) \$15.00 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

123412 Siege of Syracuse, 415-413BC (ATO TPS Gms) \$28.00 HP

Game of the Athenian campaign against Syracuse in Sicily during the Peloponesian War. Regarded by this series as one of the truly decisive battles in history. Athens has the option of how to attack: assault or siege, and Syracuse has many enemies of Athens coming to its aid. 176 counters, area move. P.Rohrbauh'13

**121797 Simple Grt Btls of History Playbook 3rd \$16.00 z
(GMT)**

2017 3rd ed reprint. ■ 2017 3rd ed reprint. Kit providing streamlined, fast playing series rules for the Great Battles of History system including a book w/ all scenarios from Delux Alex, SPQR, Caesar, Conquest of Gaul, Cataphract & their modules, now with other games published since the 2nd edition.. Allows simpler, faster play of existing scenarios in this game series, and requires original games to play. R.Berg, M.Herman'17

120246 Strike & Counterstrike #53 (Dec Gms W@W) \$25.50 z

Mag & game. Includes variant counters for Night Fight #44 (14), plus a 2pg scenario. Solitaire game of the Soviet counteroffensive against the German Army Group Center between Dec 1941 (with the Germans at the gates of Moscow) thru Apr 1942. Player controls the Soviet forces. Uses the Rampage (Stalingrad Cauldron, Panzers East) game system. Goals are basically geographic, and based on historical performance.20mi/hex, 2wks-2mo/turn, 208 counters, rgt/div/army level. Ty Bomba'17 / ARTICLES ON: Battle for Moscow, Dec 1941 - Apr 1942; Missed Opportunity, a Polish-Czech Alliance in 1938; 1st Marine Raider Battalion; Naval Battle of the Komandorskis, March 1943; Max Schmeling, Boxing Legend & Fallschirmjager; Battle for Attu in the Aleutians; Fw-190 Shrike.

**123473 Target For Today, Bombers Over the Reich \$59.00 BC
(Legion Wargm)**

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

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

122437 Tenkatoitsu (Hexasim Game) \$59.00 BC

French-produced game with rules in English & French. Grand tactical game of the 3 largest battles of the Japanese Shogunate Wars of the 16th century: Yamazaki 1582, Nagakute 1584 and Sekigahara 1600. 250m/hex, 30-60min/turn. Francois Meulen'17

122593 Thunder Alley: Crew Chief Kit (Nothing Now) \$17.50 SB

Addon kit for Thunder Alley game providing pit crews to this game of auto racing aiming to add more strategic choices & control over your team's performance. Includes 236 cards: 32 conditional cards, 96 crew chief cards, 4 lap cards, 24 Race to Finish cards, 32 setup cards, 48 track cards. '17

120363 Thunder in the Ozarks, Pea Ridge 1862 (Revolution) \$30.00 zl

Ziplock version. ■ 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 arming in winter conditions to a place astride the Union line of communication. Union commander Curtis wasn't intimidated & attacked what might otherwise have been a perfect defense. 2 maps, 176 counters, 150yd/hex, 30min/turn. Also available in boxed format. Entire game is graphically lush. '16

117187 Thunder Upon the Land #42 (Against Odds) \$29.00 HP

Mag & Game. Game covers two battles from the era of Charles XII & Swedish expansionism during the Great Northern War at grand tactical level: the key battles of Narva 1700 & Poltava. 1hr/turn, 500yds/hex, 264 counters, with a wing-activation system. P.Rohrbaugh, L.Tohver'14

111514 Vercingetorix, Twilight of the Gauls #44 (Against Odds) \$32.00 HP

Mag & game. Game covers the attempt by a man known to history as Vercingetorix (supreme warlord) who briefly united the Gauls of what is now France against the aspirations of the Romans under Julius Caesar, 59-52BC. Area move, 348 counters. Can be played by 2, 3 or 4 players. R.Berg'15

119591 War Returns to Europe, Yugoslavia #303 (Dec Gms S&T) \$25.50 n

Mag & game. With 30 variant counters for Duel on the Steppe #285 (6), Hindenburg's War #288 (12), Fail Safe #283 (12). Game of the initial engagements in Yugoslavia as that nation breaks apart. Begins in 1991 as Slovenia & Croatia declare independence, and ends in 1992. Federalist forces must fight low morale, politics as well as separatist forces to preserve the largest possible Serb-controlled territory. Slovenia & Croatia fight for independence and a more free-market based economy. 228 counters, rgt/brig level, 3 scenarios. J.Romero'17 / ARTICLES ON: War Returns to Yugoslavia, 1991; Battle of Fort Stevens, 1864; Battle of Culloden, Aug 1745; Julian's Persian Campaign of 363AD; Fauconberg's Attack on London; Saga of Captain Molly; Pale Rider of Gettysburg; Strange Case of Takur Ghar; Brazilian Expeditionary Force in WWII.

121044 Wellington's War, Peninsular Campaign (PacRim) \$69.00 FB

Block-style game of Wellington's campaign in Iberia thru the first fall of Napoleon, 1808-14. 108 blocks represent the armies of France, Britain, Portugal & Spain. French must suppress Spanish rebellion & secure Iberia, while the Brits try to undue French efforts by promoting Spanish rebellion & ultimately boot the French out of Spain. Includes 60 event & command cards. H.Von Stockhausen'15

117102 Wilderness Empires (Worthington) \$49.00 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

124470 Wilson's Creek, Opening Round in West (Decision Gms) \$8.00 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

117788 Wind, War in the..., Btl for Attu 1943 (Compass Gms) \$44.00 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

115656 Yamato Unleashed, Battle Off Samar #46 (Dec Gms W@W) \$25.50 n

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.

116576 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

124228 Zama, Hannibal vs Scipio (Decision Gms) \$15.00 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

117408 Zhukov's War #50 (Dec Gms W@W) \$45.00 n

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

Mag & game, special issue. Large game of the decisive period of the War in the East during WWII, July 1942-July 1943. Played at the division/army level and covering nearly all of European USSR, the game covers several key offensives that decided the war. Activation chits determine which side is active, and they can then either move & fight or fight then move. Game can end at any of three times (at the end of each of the three major offensives that occurred). 2 maps, 352 counters, 20mi/hex, 1mo/turn. T.Bomba'16 / ARTICLES ON: Zhukov's War, from Stalingrad to Kursk on the Eastern Front; Japanese Zeros versus American Heavy Bombers; Slovak Uprising against Germany, 1944; the U-Boat War in 1943; Airpower Theories, Proven & Disproven; Japanese AA in the Pacific War; German Early War Engineer & Amphibious vehicles; US 34th Nation Guard Div in WWII.

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

122155 Absolute Victory, World Conflict 1939-45 \$142.50 DC
(Compass Gms)

Large, highly strategic game of World War II around the globe (on all 7 continents), 1939-45. Comparable in scale to earlier Blitz! Covers WWII on all theaters, on land and at sea. Uses a variable scale map that better emphasizes Europe and eastern Asia and less the areas not actively involved. Includes 2500 random events that players may encounter depicting the swirling, wartime diplomacy and technological events. Combat system allows you to prioritize time, territory or casualties in each battle fought. Uses an interactive, pulse system that involves both players thruout. Includes production. 4 maps, 7 countersheets, 3 rulebooks; army/corp, air fleet, naval squadron level, 130-185mi/hex, 2mo/turn. BIG! Ben Madison, Wes Erni'17

82384 ASL Recon by Fire Magazine #3 (HOB Recon \$36.00 Mj)

Special edition focused on Axis minor nations, w/ 20 scenarios. Includes articles on Bulgarian armor of 1944; a review of Armies of Oblivion; Romania's involvement in WW2; Hungary; & strategy in the issue's scenarios. '06

82389 ASL Recon by Fire Magazine #4 (HOB Recon \$49.00 Bk)
(Mj)

w/properly printed counters. ■ 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

124274 ASL: Instructions/Rules Book 4th (MultiMan \$66.00 NB)
(Pub)

Latest rules version in binder format. ■ 3rd MMP edition Reprinted system rules book in a 3-ring binder. Only change to this edition is a redesigned notebook cover. Necessary to play any of the ASL modules. This edition includes plentiful examples of play, chapter E (night, weather, boats, planes, skis, convoys, etc), chapter K (training manual), expanded index, off-board artillery & vehicle overrun charts from Action Paks 1 & 2, plus night fighting aids from Pegasus Bridge. '07

124277 ASL: Instructions/Rules POCKET EDITION \$40.00 BK
(MultiMan Pub)

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

122000 ASL: Journal #11 (MMP Journal) \$29.00 Mj

48pgs of the best of MMP's ASL. Includes ASL scenarios printed on carstock inserts, a revised & enlarged Slaughter at Ponyri map & scenarios. '16

122097 ASL:Action Pack # 9, To the Bridge! \$27.50 Fo
(MultiMan Pub)

Scenario kit including 3 new maps (7-9, ea doublesided), and 10 scenarios all focused on the rapid & stinging 1942 Allied defeat in Burma. Includes Japanese infantry, Commonwealth infantry & light armored vehicles, plus all the locals: Burmese Rifles, Gurkha Rifles, Indian infantry, frontier forces, plus Japanese SNLFs against the Thai army & provincial police. Reqs core ASL components to play. '14

120104 ASL:Action Pack #10 (MultiMan Pub) \$17.00 Fo

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

123576 ASL:Action Pack #11, 29 Let's Go! (MultiMan \$22.00 Fo)
(Pub)

Scenario kit focused on the the US 29th inf division's experiences in Europe. Includes 10 scenarios, 2 new maps, plus overlays. '15

120107 ASL:Action Pack #12, Oktoberfest XXX \$13.00 Fo
(MultiMan Pub)

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

119052 ASL:Best of Friends Scenario Pack (MultiMan \$14.00 Mj)
(Pub)

12 scenarios drawn from the Swedish Friendly Fire ASL toumy including some tweaks by 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

124289 ASL:Beyond Valor 4th (MultiMan Pub) \$99.00 DC

2016 4th edition. ■ Revised & upgraded first Module for the ASL system. Includes German, Finn & Soviet counters, 10 maps (#1-5,8,20-23), 13 countersheets & 24 scenarios (10 from earlier editions & 14 published in prior ASL Annuals). Stripped of Red Barricades material included in earlier editions. Reprinted. '16

123747 ASL:Decision at Elst Starter Kit (MultiMan \$53.00 BC)
(Pub)

A complete ASL game, the first Historical Starter Kit Module, covering the British 214th Brigade's advance towards Arnhem at the Dutch town of Elst, defended by Kampfgruppe Knaust. Includes historical map, 3 countersheets, 4 scenarios & campaign game, basic rules set, campaign rules. Complete game, no other components needed to play, making it a good beginner set. Campaign game connects individual scenarios thru a refit phase during which players purchase replacements. '14

108673 ASL:Gung Ho (AH) \$159.00 BC

ASL Module#9. Adds the US Marines (including 4 stages of the organizational evolution), rules for amphibious attacks & landing craft & cave defense, the early war US Army, and the entire Chinese OoB. Also includes 2 mapboards & 8 scenarios along with 1008 counters. '91

Part #	Title (Publisher)	Price	Box	Part #	Title (Publisher)	Price	Box
LIFESTYLE CHOICE GAMES, Game Series Their Adherents NEED! NOW!							
124295	<u>ASL:Hakkaa Paalle (MultiMan Pub)</u>	<u>\$119.00</u>	BC		Historical module focused on security operations & partisan sweeps against partisans on the eastern front, 1943-4. Includes an historical map, 4 countersheets (including SS & AFVs, 452 counters total), rules & 8 scenarios. Ported from earlier ASL kit of this name. L.Winslow'13		
	Last copy. ■ ASL module #14 containing the complete Finnish order of battle w/ 4 countersheets, board 52, Chp H rules for the Finnish vehicles & guns & early war Soviet vehicles, plus 4 chapter dividers, overlays & 16 scenarios. Includes a bunch of early war Soviet vehicles such as the T26 & T28, the aerosan (fan-driven sleds), and various other weapons. 2min/turn, 40m/hex, sqd level with indiv AFVs & guns. '15						
104432	<u>ASL:Hell Behind the Eastern Front (Critical Hit)</u>	<u>\$50.00</u>	Fo	101749	<u>ATS: Omaha West [2nd] (Critical Hit)</u>	<u>\$59.00</u>	Fo
	Historical module focused on security operations & partisan sweeps against partisans on the eastern front, 1943-4. Includes an historical map, 424 countersheet, rules & 9 scenarios. '12						
122033	<u>ASL:Poland in Flames (Boundng Fire)</u>	<u>\$125.00</u>	FO	90696	<u>ATS: Pointe du Hoc (Critical Hit)</u>	<u>\$22.00</u>	zl
	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						
121009	<u>ASL:Rivers to the Reich Scenario Pack (MultiMan Pub)</u>	<u>\$17.49</u>	n	88463	<u>ATS: Snakeshead Ridge, Btl of Cassino (Critical Hit)</u>	<u>\$19.00</u>	Fo
	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						
124299	<u>ASL:Starter Kit #1 3rd (MultiMan Pub)</u>	<u>\$22.00</u>	BC	122610	<u>B-29 Superfortress, Bombers Ovr Japan 3d (Legion Wargm)</u>	<u>\$44.00</u>	HC
	2017 reprint. ■ 2017 reprint of the 10th Anniversary (2nd) ed updates the rulebook with clarifications. Reprint of this complete game aimed at introducing beginners to ASL thru 6 scenarios pitting US or Soviet soldiers against the Germans (focused soley on infantry). Includes 280 counters, 2 maps, along with tutorial style rules. 2 min/turn, 40m/hex, squad level. '14						
119063	<u>ASL:Turning the Tide (MultiMan Pub)</u>	<u>\$17.50</u>	Fo	123593	<u>Beyond the Rhine (MultiMan Pub)</u>	<u>\$99.00</u>	DC
	Revision of 20 of the Squad Leader scenarios found in Cross of Iron, Crescendo of Doom, GI Anvil of Doom, the 100, 200 & Rogue scenario kits revised into the ASL format. Most use only boards 1-5; none use overlays. '09						
119375	<u>ASL:Winter Offensive #7 2016 Bonus Pack (MultiMan Pub)</u>	<u>\$19.00</u>	Fo	123075	<u>Blitz! A World in Conflict (Compass Gms)</u>	<u>\$60.00</u>	BC
	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						
123177	<u>ASL:Yanks 2nd (MultiMan Pub)</u>	<u>\$103.00</u>	DC	117193	<u>Command at Sea, Atlantic Navies (Clash Arms)</u>	<u>\$99.00</u>	BC
	2016 update. ■ 2016 update of this kit which provides the complete American army OoB plus the units & scenarios from earlier Paratrooper kit. Now includes a total of 41 scenarios (16 from earlier editions of Yanks & Paratrooper, & 25 from previously published but OoP scenarios, all revised & rebalanced). Includes 6 countersheets & 8 maps (16-19, 24, 40, 41, 46). Errata from prior edition incorporated. '16						
95157	<u>ATS: Berlin, Fuhrer's Bunker GAME (Critical Hit)</u>	<u>\$69.00</u>	zl	102069	<u>Counter Sheet, Blank 5/8" White (88) (GMT)</u>	<u>\$2.50</u>	n
	[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						
100658	<u>ATS: Hell Behind the Eastern Front (Critical Hit)</u>	<u>\$50.00</u>	Fo	124161	<u>Counter Sheets, Blank 5/8" Wht (88) 5Pk (GMT)</u>	<u>\$12.50</u>	n
	88 blank counters, all white, 5/8". No printing at all. '01						

Part #	Title (Publisher)	Price	Box	Part #	Title (Publisher)	Price	Box
LIFESTYLE CHOICE GAMES, Game Series Their Adherents NEED! NOW!							
	5-pack. ■ FIVE (5) pack of 5/8" blank counter sheets, all white, each with 88 counters (440 total). No printing at all. '01				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		
120265	<u>Counter Sheets, Blank 9/16" Wht (114) 5pk (GMT)</u>	<u>\$12.50</u>	<u>□</u>	124552	<u>Federation and Empire 2010 (Amarillo DG)</u>	<u>\$50.00</u>	<u>BC</u>
	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				Fourth (2010) update of this 2-8 player game of galactic conflict using the Star Trek cast of empires. Quite elaborate. '10		
119510	<u>Day of Days, Invasion of Normandy 1944 (MultiMan Pub)</u>	<u>\$90.00</u>	<u>DC</u>	115552	<u>Federation Commander: Tactics Manual (Amarillo DG)</u>	<u>\$18.00</u>	<u>Bk</u>
	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				Kit covering strategy & tactics for all empires in the FC system, giving the nuances, strengths & weaknesses of each. Covers the empire itself, the ships, and every weapon & system available, as well as coverage of planetary terrain. Written by a four time national tournament champion. P.Doyle'14		
122331	<u>Der Weltkrieg, Eastern Front (Schroeder)</u>	<u>\$90.00</u>	<u>BC</u>	123414	<u>La Bataille de Dresde 1813 (Clash Arms)</u>	<u>125.00</u>	<u>FB</u>
	Update & reprint of all the 6 games (previously in 3 packages) covering the Eastern Fronts. Includes six separate games: Tannenberg, Galicia, Serbia, Gorlic-Tarnow, Brusilov & Transylvanian Gambit. 20km/hex, 4days/turn, brig/div level. 1680 counters, 4 full & 2 half maps. D.Schroeder'13				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		
118898	<u>Der Weltkrieg, Italian Front 1915-18 2nd (Schroeder)</u>	<u>\$39.00</u>	<u>BC</u>	122791	<u>Last Blitzkrieg, Wacht am Rhein (MultiMan Pub)</u>	<u>\$99.00</u>	<u>DC</u>
	2nd edition. ■ 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				First in the MMP (Gamers) Battalion Combat System series. Large, detailed & colorful game of the Battle of the Bulge, December 1944, at the battalion level. Designed with the twin aims of detail on the battle and playability. Includes unit differentiation, artillery, activation by formation, traffic issues, fatigue, bridges, Tiger tank maintenance issues and more. 1 day/turn, 4 maps, 6 countersheets. Includes 2 4-map, 3 2-map, and 5 1-map scenarios. D.Essig'16		
123153	<u>Der Weltkrieg, Ottoman Fronts 2nd (Schroeder)</u>	<u>\$58.00</u>	<u>BC</u>	122283	<u>Last Chance for Victory (MultiMan Pub)</u>	<u>134.00</u>	<u>DC</u>
	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				Second game in the Line of Battle regimental civil war series. Covers the battle of Gettysburg in a detailed way, making for a very large game but also a definitive one of this battle. Attempts to fully explore the missed opportunities & mistakes of this battle. Includes v2 series rules. 6 maps, 2240 counters, 22 scenarios with some using only 1 map. D.Essig'13		
123155	<u>Der Weltkrieg, Western Front 2nd (Schroeder)</u>	<u>\$50.00</u>	<u>BC</u>	117199	<u>Naval SITREP Magazine #46 (Clash Arms)</u>	<u>\$6.00</u>	<u>□</u>
	2013 2nd edition. ■ 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				Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Persian Incursion update; Taiwan's new missile ship; Chinese Kunming commissioning; Aircraft of the Spanish Civil War; Soviet aircraft in the early days of WWII; Fishing War in the S.Atlantic 1978 Harpoon scenario; CAS Q&A; Chinese rescue ships & helicopter fleet; German 1920s Vorentwurf I/10 Ship design; review of the movie Phantom. April 2014		
118902	<u>Der Weltkrieg: Grand Campaign Kit (Schroeder)</u>	<u>\$59.00</u>	<u>BC</u>	113249	<u>Naval SITREP Magazine #47 (Clash Arms)</u>	<u>\$6.00</u>	<u>□</u>
	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				Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: COA Product updates; 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		
124092	<u>Fatal Alliances, the Great War 1914-18 (Compass Gms)</u>	<u>105.00</u>	<u>BC</u>				

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

121058 [Star Fleet Battles Captns Basic Set, 4th \(Amarillo DG\)](#) [\\$25.00](#) [BC](#)

Revised & reprinted edition of the classic SFB system rules, published by the original design team. Complete, stand-alone game with many available add-on modules. Includes 7 galactic empires (the Federation, Klingons, Romulas, Kzintis, Gorns, Tholians & Orions), and 50+ classes of starships. 224pg rulebook, 64pg ship system design (SSD) booklet, color map, 216 counters. '99

122224 [Star Fleet Battles: Captain's Log #51 \(Amarillo DG\)](#) [\\$18.00](#) [Bk](#)

Enlarged 144pg issue of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. Star Fleet Battles, Federation Commander, Call to Arms, Starmada, F&E & more. '16

124116 [Star Fleet Battles: Captain's Log #52 \(Amarillo DG\)](#) [\\$18.00](#) [Bk](#)

Enlarged 144pg issue of SFB fiction w/ some new scenarios, ships, many new rules & battle framework, etc. Star Fleet Battles, Federation Commander, Call to Arms, Starmada, F&E & more. Includes multiple new ships, 5 scenarios for SFB, Ground combat & 4 commando ships for fed Cmndr, preview of Unity edition, Middle Years rules & scenario for F&E, rules for Star Fleet Marines & Prime Directive. '17

111832 [Star Fleet Battles: YG3 Early Years \(Amarillo DG\)](#) [\\$12.00](#) [Bk](#)

Our last copy. ■ 2nd ed is updated with corrections, 20pgs of new material, & reorganized rules. Many more weapons characteristics, new SSDs, revised settings. Highly customizable & scaleable game of ship-ship combat in space. Allows you to build ships by trading resources for effectiveness & technology, offensively & defensively. Moderate complexity. Works on any ship, with any weapon, in any universe. '11

113216 [Steel Wolves, German Sub Campaign 1941-5 \(Compass Gms\)](#) [\\$105.00](#) [DC](#)

Sequel to Silent War, this solitaire game covers the U-Boat war in the Atlantic to the early months of 1943. Players control the assets on both sides during short campaigns or the full time of 1939-43. Covers the N & S. Atlantic, Med, western Indian Oceans. Includes 12 sheets! of ship counters, representing every German sub deployed plus what-ifs. B.Miller, S.Jackson'10

113218 [Steel Wolves: German Fleet Boats Kit \(Compass Gms\)](#) [\\$24.00](#) [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

121158 [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. Btl level, 4 maps, 2240 counters. J.Dunnigan, J.Youst'12

118704 [World in Flames, Patton in Flames \(ADG\)](#) [\\$69.00](#) [BC](#)

Complete game. ■ Stand-alone game of Patton's dream of going after the Ruskies with Nazi allies. Two scenarios: 1945 (the Patton wet dream) and 1948 (the Berlin Blockade & 1st Arab-Israeli War gets out of hand). Includes the WIF 2007 components & WIF & PiF rules, with 4 maps, 5 countersheets. H.Rowland'00-07

114399 [World in Flames: Convoys/Cruisers Flames \(ADG\)](#) [\\$49.00](#) [zl](#)

Bundle of 2 kits adding rules & counters. CONVOYS adds 400 counters for all the escort carriers, sub chasers, ASW aircraft for all major powers, plus German auxiliary cruisers, and tankers for all nations. / CRUISERS adds a counter for each light (CL) and AA (CLAA) cruiser. Also includes minor country convoys & additional major power convoys & tankers. 400 counters, rules & charts. H.Rowland'03

98904 [Zip Lock Storage Bags, 4x6", 100Q, 2Mil \(Misc Access\)](#) [\\$3.00](#) [u](#)

Several available. ■ 100 2mil 4x6" ziplock bags to containerize counters.