

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

Game Title (& Edition or Issue #)

Specific Condition, Subject, Designer, Year

Game

Only?

Part#

Cash-Basis, Sure Ship

Price EA Flag

General

Conditn

Box

Type

Out-of

Print? Incl?

Game #

Scale Plyrs

Game Rating System Explained

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

Unpunched: NEW - Unopened, in original shrink wrap. May have exterior box damage if noted. Same as an unopened MINT item.

MINT - Opened & unpunched. Some counters may have separated from tree on their own, but has never been played. May have component damage if noted. May also be perfect in every respect, noted by "PRISTINE" or "CHERRY".

Punched: EXCEL - A mint game that has been punched becomes "excellent". A few minor signs of wear may be included, easily replaced items (eg dice) may be missing, rules highlighted, or counters NEATLY clipped if this is noted. Complete. Older games may have proportionally greater signs of age.

V.Good - Shows signs of wear, use or slight abuse such as some soiling of rules or counters, modes staining, box tears, etc. Unique components complete or neatly replaced.

Good - Has some significant defect(s) that may be more aesthetic than functional. May be missing a few components.

Fair - Major defects, required parts damaged or lost; playable, but not collectable.

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

GMT Games

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1862, Railway Mania in Eastern Counties**144463****\$55.00**********New****DC**********A****8**

18xx series game set in 1862 eastern England. Allows up to 8 players as well as solitaire play, and can be completed in a long evening. Company selection varies, and there are 2 ways to secure financing. Includes solitaire rules. Mounted map of East Anglia, 34 train cards, 10 other cards, 160 certificates, 12 countersheets of track tiles & tokens, paper money. '20

1914, Offensive a Outrance**146021****\$77.00**********New****DC**********4**

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

1914, Serbian MuB Sterbien**140678****\$24.00****New****BC****4**

Game title translates to Serbia must die; all components in English, relax! Game using the 1914 Offensive a Outrance system to depict the Austro-Hungarian campaigns in Serbia attempting to quickly defeat that smaller nation. Includes 2 short scenarios and the campaign game. Div/brig level, 8km/hex, 2-4days/turn, 420 counters, 1 map. M.Resch'15

1960, Making of a President 4th**145567****\$65.00**********New****DC**********A**

2020 4th edition (2nd GMT edition), which simply incorporates errata into the rules. 2-player game based on the 1960 presidential contest between Richard Nixon & John F Kennedy. Issues big & small arise that candidate 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'20

All Bridges Burning, Finland 1917-18**145761****\$50.00**********New****DC**********4****3**

Card-based game of the civil war in Finland, 1917-18, as it gains independence from Russia while not having a clear political future and with the intervention of multiple other European nations. 10th game in the COIN (counterinsurgency) game system with three factions, presenting a new twist to the system. The Reds seek to successfully revolt and to control the major cities, while the whites (loyalists) seek to restore control, and the moderates fight for survival of parliamentary democracy. Can be played solitaire (with solitaire rules) or with 2 or 3 players. Mounted map, 64 cards, 88 wooden playing pieces, 2-6mo/turn, area move. VPJ Arponen'20

Ancient Civilizations of the Inner Sea**144472****\$50.00**********New****DC**********8****6**

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

Apocalypse Road**146156****\$45.00**********New****DC**********1****M**

Game of Mad Max Car Wars-style demolition derbies among heavily armed & armored vehicles. Uses the Thunder Alley/Grand Prix game system. Carla & Jeff Horger'20

Arquebus, Battles for N. Italy 1495-1544**143242****\$45.00****New****BC****3**

Game of battles in northern Italy during the years 1495-1544 at a time when gunpower was appearing on the battlefield. Uses the Men of Iron games series, and designed by a veteran designer. Includes 8 battles, 7 of which can be played on a half-sized map. Richard Berg'17

Bayonets & Tomahawks, French & Indian War**146025****New in Last 180 days****\$42.50**********New****BC**********4**

Strategic level game of the French & Indian War, 1755-60, that ended France's control of Canada. Includes army movement, naval operations, diplomacy with indigenous nations, etc. Four scenarios. For 1-4 players. Marc Rodrigue'21

Cataphract, Justinian Reconquest Rome 2d**145511****\$45.00**********New****BC**********3**

Reprint of this 8th volume in the Great Battles of History. Covers the reconquest of Rome during the Justinian era of 528-558ad. Includes 6 battles (including 1 naval battle) plus a campaign game. Incorporates the 2 scenarios previously published in the Attila kit. R.Berg, M.Herman'19

Clash of Giants, American Civil War**137038****\$36.00****New****BC****4**

Package of 2 games using a similar 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

Colonial Twilight, French-Algerian War**145763****\$53.00**********New****DC**********4****1**

New but not shrinkwrapped. ■ 7th game in GMT's COIN (counterinsurgency) game series. Covers the exceptionally bitter battle for Algeria, 1954-62, as France resists to the bitter end the collapse of its colonial empire. Area move, with 71 cards, 110 blocks, countersheet. Designed for both solitaire & 2-player play, and also to be a good intro to the COIN game system. Includes corrected replacement cards. Brian Train'17

Combat Commander, Pacific 2nd**145903****\$55.00**********New****DC**********2**

Reprint/update of this game in the CC series depicting tactical combat in the Pacific in WW2. '20

Combat Commander: Fall of West Kit 2nd**143003****\$21.00****New****Fo****2**

Battle Pack #5. Reprint of this kit for the Combat Commander series adding 12 scenarios played on 10 battle maps depicting actions in the Spring of 1940 in France. Special AFV rules reflect the still-developing nature of doctrines among armored forces meeting infantry forces. Reqs CC Europe & Mediterranean to play. '20

Combat Commander: New Guinea Kit 2nd**145904****\$17.00****New****Fo****2**

Battle Pack #4. Reprint of this kit adding 14 scenarios set in New Guinea, 1942-4, plus 6 battle maps depicting jungle terrain. '20

Combat Commander: Normandy Kit 2nd**146027****\$25.00****New****Fo****2**

Battle Pack #3. Reprint of this kit for the Combat Commander system & covering tactical combat in Normandy, 1944. Includes 176 counters, 8 maps, 17 scenarios including Pegasus Bridge, Pointe du Hoc, and other key battles from the Normandy landings. '20

Combat Commander: Paratroopers Kit 3rd**145765****\$10.00****New****Fo****2**

Battle pack #1. 2nd Reprint of this kit providing 2 double-sided maps & six scenarios, plus addtl rules, adding paratroopers to the CC game system. '20

Combat Commander: Sea Lion Kit**121481****\$15.00****New****Fo****OoP****2**

1st edition ■ Kit for the CC game system adding units that may have been at the center of the battles had the Germans executed their planned invasion of England in 1940. '14

Combat Commander: Sea Lion Kit 2nd**145906****\$19.00****New****Fo****2**

Battle Pack #6. Reprint of this kit for the CC game system adding units that may have been at the center of the battles had the Germans executed their planned invasion of England in 1940. '20

Combat Commander: Stalingrad Kit 2nd**127710****\$20.00****New****Fo****OoP****2**

2nd edition; NEW, Unused. ■ Reprint of this kit for the Combat Commander system & covering tactical combat in late 1942 in & around Stalingrad. W/ 11 scenarios including a campaign game, plus 4 double sided maps, new rules & 88 counters. '14

Combat Commander: Stalingrad Kit 3rd**146032****\$25.00****New****Fo****2**

Game Title (& Edition or Issue #) Specific Condition, Subject, Designer, Year	Game Only?	Part#	Cash-Basis, surcharge Price EA Flag	General Conditn	Box Type	Out-of-Errata Print? Incl?	Game # of Scale Plyrs
Battle Pack #2. 2nd 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. '20							
Combat Commander: Tournament Battle Pack		145907	\$14.00	New	Fo		2
Kit for the Combat Commander series providing 12 scenarios well suited to tournament play (most previously published), plus 2 new maps & tournament guidelines. B.Collars'15							
Commands & Colors, Ancients: MOUNTED MAP		144661	\$16.99	New	Fo		3
Mounted map (only) for this game. Presents the standard map in a mounted format. '11							
Commands & Colors, Napoleonic: Epic KIT		143500	\$48.00 **	New	DC **		3
6th expansion kit for the C&C Napoleonic series. Focuses on allowing play of larger battles involving many more units. Consists of 2 game systems: the Epic Battles and the La Grande Battle system. Includes 20 scenario of Napoleonic Battles, 3 sheets of terrain tiles, 2-piece Epic map (mounted) & 2-piece La Grand Battle map (unmounted), 150 wooden playing pieces. Reqs C&C Napoleonic base game, Spanish, Russian, Austrian, Prussian & Generals kits to play all scenarios. R.Borg'17							
Commands & Colors, Napoleonic: Generals		142163	\$32.00	New	BC		3
Generals, Marshalls & Tacticians kit for the C&C Napoleonic game. Includes scenarios for 18 historical battles, with several focused on the 1813 campaign in Germany or 1814 campaign in France. Adds 50 tactician card reflecting the roles of leaders in battle. Also adds an updated deck of 90 Command cards, as well as mechaics for garrison markers, Grand Battery, leader casualties & more. Requires based game as well as all 4 prior kit to play all scenarios. R.Borg'15							
Commands & Colors: Roman Combo Pck Kit2d		143925	\$33.00 **	New	DC **		3
2019 Reprint. Expansion kit including the components of earlier Exp Kit 3 (Roman Civil War) & Exp 2 (Rome & the Barbarians). Covers the period of Rome's conquest of Gaul, the Servile War (Spartacus's rebellion) & mor 390BC-9AD, and also the Roman internal conflicts, esp that between Caesar & Pompey. '19							
Conquest of Gaul: Btts Warrior Queen Kit		132516	\$13.00	New	zl		3
Kit providing 3 battle scenarios for Conquest of Gaul game: Camulodunum, Mona Insuli and Bannaventa, all from 60AD. Her husband murdered by the Romans, the queen of the Iceni tribe, Boudicca, rallies Britain to gene revolt against the Romans. After destroying one legion, Roman training & discipline defeat the Brits. Includes a double-sided map covering the 3 battles & 120 counters. Requires Conquest of Gaul rules set to play. Brenda Clark, Stephen Welch'18							
Conquest of Gaul: Caratacus Kit PARTS		115368	\$5.00	New	n	OoP	2
Counter Sheet, Blank 1/2" Colored (140)		145080	\$3.49	New	n	OoP	Z
140 blank counters, 1/2" without any printing. In 5 colors, sky blue (20), gray (20), green (20), tan (20), white (60). '01							
Counter Sheet, Blank 1/2" White (280)		143009	\$4.00	New	n		Z
Full sheet (280) of 1/2" counters, all white with no printing.							
Counter Sheet, Blank 9/16" White (114)		141022	\$2.50	New	n		Z
114 blank counters, all white, 9/16". No printing at all. '13							
Counter Sheets, Blank 9/16" Wht (114) 5pk		145086	\$12.00	New	n		Z
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							
Cuba Libre, Castro's Insurgency 3rd		143880	\$124.99 **	New	DC **	OoP	8 4
Last copy. ■ 2018 reprint with addition of errata, a new scenario & a new optional rule. Game using the COIN (Counter Insurgency) game system covering the model of the late-20th century guerilla revolution, Castro's overthrow of the corrupt Batista regime in Cuba. Beginning with just 12 dedicated men, Castro build's political base & allies with rival guerilla factions to throw the bastard out. Playable 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'18							
Death Valley, Battles for the Shenandoah		144427	\$65.00 **	New	DC **	OoP	3
Seventh game in the Great Battles of the American Civil War (GBACW) series. Covers the 8 battles in the Shenandoah Valley during the American Civil War. Includes scenarios for Kernstown (3/62), Winchester (5/62), Cross Keys (6/62), New Market (5/64), 2nd Kernstown (7/64), 3rd Winchester, Fisher's Hill (both 9/64) and Cedar Creek (10/64). Scenarios include 1/2 - 2 map settings. Regt level, 1960 counters, 5 double-sided maps, 1hr/turn, 145yd/hex, 50men or 1 cannon per strength point. Richard Berg'19							
Distant Plain, Insurgency Afghanistan 3d		146165	\$55.00 **	New	DC **		8 4
2018 Reprint of this 1-4 player game using the COIN game system (Andean Abyss, Cuba Libre), playing out the contemporary insurgency in Afghanistan after the US invasion in 2001. Two competing counter-insurgency factions must reconcile their differences to prevail against a twin insurgency. Terror, drug trafficking, extortion, sabotage, drones & more. Includes solitaire rules. 117 wooden blocks, 78 cards, 1-2yrs/turn. V.Ruhnke, B.Train'18							
Dominant Species: Marine Species Kit		146128	\$55.00 **	New	DC **		A
Large kit adding ocean creatures to this game of survival of the fittest. Presents 4 aquatic classes of animals - dinosaur, fish, cephalopod & crustacean, and each must seek dominance in a changing environment on earth after an ice age 60 million years ago. Modest complexity. 54 cards, 7 sheets of tiles, 178 wooden cubes. Chad Jensen'21							
Down In Flames, Wild Blue Yonder [2nd]		139587	\$62.00 **	New	DC **		1
Card game of World War II air combat, 1940-44. Represents a 2nd edition Down In Flames sans the title due to licensing issues. Fast playing & easy to learn. Artwork is very nice with aircraft depicted on one card deck and the game being driven by another, action deck. Covers air combat thru all of World War II between all major combatants. Variety of action deck has increased, new plane types introduced, and campaigns greatly expanded. Now includes 118 unique aircraft from Britain, Germany, USSR, Italy, US, Hungary & Romania. Also includes 182 named aces. Includes a solitaire campaign of defending Britain against V-1 attacks in 1944. 520 cards, 264 counters, individ aircraft scale. Verssen, Dan, Chris Janiec'17							
Fields of Fire 2, 5th Marines WW2-Vietnm		145911	\$59.00 **	New	BC **		3 1
Solitaire game following the US 5th Marine divisions exploits in World War II, the Korean War and in Vietnam. Designed as a solitaire game but has a 2-player option. Terrain is generated randomly via cards. Game puts th player in the position of company commander conducting a mission against a largely unknown enemy. Popular game, now with greatly revised (cleaned up) series rules. Includes terrain decks for Normandy, Korea, Vietna 55 card Action deck, 5 countersheets; 10-100m2 per terrain tile, squad/team level, 15-20mi/turn. Ben Hull'19							
Fighting Formats: Battle of Kharkov Kit		143398	\$25.00	New	BC		2
Expansion kit covering the German Grossdeutschland Division's actions as a mobile fire brigade during the difficult days in 1943-4. They have upgraded equipment including Tiger Is, but the Soviets also have upgraded equipment. Includes 5 double-side maps, 10 scenarios, Bryan VanNortwick'18							
Fire in the Lake: Tru'ng Bot Kit		146132	\$18.00	New	zl		6 1
Kit for the base game that entirely replaces the rules, cards, player aids & charts for non-player forces. Includes a small rules set, a larger reference booklet and a deck of cards. '21							
Flying Colors Deluxe [3rd]		145916	\$53.00 **	New	DC **		1
Deluxe 3rd ed Update. Integrates the Ship of the Line kit, previously sold separately, several additional scenarios, as well as a bigger box, and Trafalgar & battles of the 7 Years War previously published in C3i, with more counters so that each unique vessel is represented by its own counter. Simpler, fast playing game of ship-ship combat during the Age of Sail, and focusing on the fleet's overall performance. Includes hundreds of individual named ships, 840 counters, 3 maps. Covers battles of Cape St. Vincent, The Nile, Copenhagen, Trafalgar, Virginia Capes & First of June. 5-10min/turn, 100m/hex. Mike Nagel'20							
Fort Sumter, Secession Crisis 1860-61		143526	\$24.00	New	BC		4
Game of the US Secession Crisis of 1860-61, which ended with the namesake bombardment of Fort Sumter. Card-driven, fast-playing game using the key dynamic of Political Capital which can be used to manipulate the four dimensions of the crisis. 50 wood tokens, mouted board, 52 cards. Mark Herman'18							
Gandhi, Decolonization of India 1917-47		145771	\$46.75 **	New	DC **		A 3
1-4 player game using the COIN (Counter-Insurgency) game series to model the non-violent efforts led by Gandhi to end British colonial rule of India from 1917-1947. Ninth game in this series. Can be play solitaire or by up to 3 players, with the game system managing additional factions. Has great replay value. Short & long scenarios. Mounted map, 137 wooden pieces, 103 playing cards, 1 countersheet, Tyrs/turn, area move. Includes full solitaire game rules. Bruce Mansfield'19							
Gathering Storm, Prequel to World at War		145095	\$59.00 **	New	DC **		8 M
Stand-alone game that can mate with World at War to model all the preparations for WWII and the war itself. This game focuses on the military, economic, technological & diplomatic drama that preceded and precipitated World War II, covering 1935-39. Allows each player major strategic options, such as expansion of the German Navy. '15							
Grand Prix		145096	\$49.00 **	New	DC **		1 M
2-11 players compete in a Formula 1 Gran Prix auto race, each controlling one or multiple 2-car teams. Players score points by being among the top 10 finishers (1st being huge), and also by placement of all cars in the race. Includes 4 race traces (with more surely to come), each with many tight corners limiting the opportunity to pass. Uses game elements drawn from earlier Thunder Alley. Wear & tear on the cars is great, and the penalty for pitstops less in this game. Tracks compatible with earlier Thunder Alley. Includes 122 race, event & team cards. J & C Horger'16							
Great Battles of Alexander, 2nd		130390	\$15.00	V.Good	HC	OoP Err	2

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Missing 9 markers; all units present; ID & color photocopied replacement counters included. Rules are provided as a clean 1-sided photocopy. Directional compass drawn onto maps per errata. ■ Four of Alexander the Great's most famous battles: Macedonia v Greece @ Chaeronea (Aug 338BC); Alex v the Persian screening force @ Granicus (May 334BC); Alex recovers his Line Of Communication from Persian forces @ Issus (Nov 333BC); and Alex defeats Darius III, King of Persia @ Gauamela (Oct 331BC). Grand tactical level. Supplemented by kits adding new battles (and maps & counters). 600 counters, 2 double-side maps, 15-20min/turn, 60-70yd/hex. Multiple later editions were published. R.Berg, M.Herman'93							
Great Battles of Alexander: Diadochoi 2d		117021	\$14.00	New	zl		2
2015 edition. ■ 2015 update of this kit adding 4 addtl btlts between the Successors for this fine game system: Paraitacene, 317BC; Gabiene, 316BC; Gaza, 312BC, Ipsus, 301BC. Includes 280 counters. Note that this kit is included in the latest (5th) edition of GB of Alexander. 3rd edition distinguished by a 3-color title page. M.Herman, R.Berg'15							
Great Battles of Alexander: Phalanx 2nd		117025	\$14.00	New	zl		2
2015 edition. ■ 2015 update of this kit adding 2 additional battles to GB of Alexander from late in the Successors Wars. Includes a double-sided, full sized map & 120 counters. Note that this kit is included in the latest (5th) edition of GB of Alexander. M.Herman, R.Berg'15							
Guilford Saratoga Brandwine TriPak [2nd]		144363	\$45.50	** New	DC	**	3
Reprint in one package of 3 games previously published separately. Each game includes some updated. Games include Guilford Courthouse, Saratoga and Brandywine. Includes 2 double-sided mounted maps, thicker counters, replacement counters retrofitting all 8 previously published games. Mark Miklos'17							
Halls of Montezuma		130888	\$25.00	New	BC	Going	6
Card-driven game of the Mexican-American War of 1847. Strategic level, covering both the border skirmishes and the US invasion at Vera Cruz, and includes the political reluctance of US congress & the unstable Mexican government, and the fact that the volatile Santa Anna begins the game in exile. 2 countersheets, 110 cards. M.Walker,D.Fox'09							
Hex Map Sheet, Blank, 16 or 19mm, L or S		62635	\$2.50	New	n		Z
Hex Map Sheet, Blank, 16mm Long Grain		145919	\$3.50	New	n		Z
22x34" non-coated, folded paper with 16mm hexes with grain running down long dimension, and each hex is numbered. '99							
Hex Map Sheets, 16mm LONG Grain 7pak		145774	\$25.00	New	n		Z
SEVEN 22x34" non-coated, folded paper maps with 16mm hexes with grain running along long dimension, and each hex is numbered. '99							
Illusions of Glory, Grt War Eastn Front		145923	\$37.50	** New	BC	**	4
Game covering World War I on the Eastern Front using the Paths of Glory card-driven game system. Focuses exclusively on the eastern front, and thus decreases the scale (compared to Paths of Glory). Includes the Itali & Balkan fronts as well. The massive but fragile Allied forces must best those of the Central Power forces of Germany, Austria-Hungary, Bulgaria & Turkey. Cards make things tense as they can be used for the illustrated event on the card OR movement, combat OR replacement. Mounted map, 3 countersheets, 110 counters. Perry Silverman'17							
Imperial Struggle, 2d Hundred Years War 2d		145535	\$38.00	** New	DC	**	6
2nd printing. 2-player game of the 2nd Hundred Years War, the fierce competition between England & France, 1697-1789, beginning with the War of Spanish Succession and ending with the French Revolution, a period that encompassed 4 major wars. Simpler, fast playing game system loosely based on Twilight Struggle. Goal is to build the bases of colonial wealth & prestige across much of the globe. 2nd edition incorporates a few minor errata. 4 countersheets, 67 cards, global scale, 4-17yrs/turn. Anada Gupta, Jason Matthew'21							
Labyrinth, War on Terror 4th		143266	\$49.00	** New	DC	**	8
2019 reprint. 1-2 player game of the Islamist jihad and what's called the war on terror. Uses a system similar to Twilight Struggle to model the wider ideological struggle around the world thru guerrilla war, regime change, at the range of political, military & economic issues. V.Ruhnke '19							
Labyrinth: Forever War 2015 - ? Kit		146171	\$20.00	New	zl		8
2nd kit for Labyrinth. Continues where The Awakening Kit left off, adding new rules & event cards to cover the events from 2015-2020, including Trump becoming president with his own style of warfare. '20							
Manoeuvre: Distant Lands Kit		144666	\$15.00	New	zl		3
Expansion to base game. Provides 4 decks of army cards for new nations of Sweden, India, China & Japan, each very different than each other as well as armies in the base game. Includes 8 small geomorphic map panels well as a sheet of counters & rulebook. Fast-playing game of grand tactics battlefield command & combat in the general time frame of the Napoleonic Wars. '17							
Navajo Wars, 1598-1864 2nd		144482	\$45.00	** New	BC	**	8 1
2019 2nd edition. ■ Reprint. Solitaire game of the Navajo Nation thru 3 centuries of conflict in what is now the American Southwest, 1598-1864. Player must use planning & cunning against an ever-changing set of outside threats. Enemy actions based on cards interpreted thru an instruction matrix. Includes the full range of tribal activities, from raiding enemy settles & outposts, to building population, to planing & harvesting the vital corn that sustains the tribe. Mounted map, 1.5 countersheets, 80 cards, 20 wood cubes. Joel Toppen'19							
Next War, Korea 3rd		144484	\$49.00	** New	BC	**	4
Update of this long-popular, moderate complexity game of renewed hostilities in Korea. C Roberts award for Best Post WW2 boardgame 2 colorful maps depict the entire Korean peninsula in detail. Allows for the 2 backing superpowers, US & China, to decide their level of commitment & support. 2nd edition updates with current OoB & full range of possible weaponry (including nukes) should one side decide to go for it. Btltn/rgrt/div level, 1026 counters, 3.5day/turn, 7.5mi/hex. M.Land,G.Billingsley'20							
Next War, Vietnam		145103	\$60.00	** New	DC	**	4
5th game in the Next War series depicting an attempt by China to crush Vietnam and their challenge in the South China Sea. Includes air, land & naval combat, including that in mountainous jungles of Vietnam. Simpler & advanced rules sets. Can mate with earlier Next War Taiwan & Korea for a monster World War 3 scenario. 7.5mi/hex, 4 countersheets, btltn/brig/div level. Mitchell Land'20							
Next War: Supplement #2 Kit		145542	\$15.00	New	zl		4
Kit adding a number of new & advanced rules to the Next War game series including new weapons (including nukes) air system updates, refugees, Chinese OoB, and new counters. '20							
No Retreat! Polish & French Fronts		146051	\$42.00	New	BC		4
Fourth Game in the No Retreat! series. Covers the invasions of Poland in 1939, and France and the Low Countries in 1940. Games are independent, but can be linked to allow variable French intervention. Card-assisted game makes every battle unique & a little unpredictable. Easy to learn system makes it good for beginners. 2-4days/turn, div/corp level, 18mi/hex. Carl Paradis'18							
Normandy, Battle For...: Expansion Kit		141375	\$25.00	New	zl		4
Kit for this now out-of-print game which extends the game thru the end of August 1944, adds two full & 1 small map sections allowing play of Mortain & Falaise Pocket scenarios, and includes 560 counters of unit-specific breakdown counters for AT & mech inf. Also includes a full color reprint of the rules & scenario booklets (all original content plus 6 additional scenarios), and 2 maps. '13							
Panzer 3rd: Expansion Kit #4		143747	\$46.00	** New	BC	**	1
Expansion focused on the France 1940 campaign. Kit with two historical maps (and 8 maps total) of the area around Stonne, France, and scenarios with major forces from the campaign in France, 1940. Requires only the base game to play. Adds an emphasis to leadership w/ extra large counters. Includes distinct solitaire game rules. 12 scenarios (2 of which are solitaire), 424 counters, 4 dbl-sided maps, 21 data cards for AFVs. James De Fernando Ramos'19							
Pendragon, the Fall of Roman Britain		146173	\$53.00	** New	DC	**	6 4
Counter-insurgency (COIN) series game of the fall of Roman-controlled Britain 300-400AD. For 1-4 players; can be played solitaire. Game covers the first raids by the Picts, Irish & Saxons to the establishment of governments replacing the Romans. Also covers the mix of political, religious and economic conflicts to 5th century Britain. Includes 83 cards representing tribes, events & special abilities; 320 wooden blocks, 1 countersheet. 25yrs/epoch, area move. Marc Gouyon-Rety'18							
Pericles, the Peloponnesian Wars		144099	\$47.50	** New	BC	**	8 4
4-player game (with 1-3 player rules) of the Greek Peloponnesian Wars using elements of the Churchill game system to depict the extension of politics thru other means. Two teams compete for dominance in 5th century B Greece. Uses a unique issue preplanning system. Victory based on conquest & honor points. Includes 190 wood blocks, 88 cards, mounted map, 23 scenarios. Mark Herman'17							
Rebel Raiders on the High Seas		145927	\$43.50	New	BC	Going	6
Box Repl. ■ Strategic-level game of the naval portion of the American Civil War. Utilizes cards to vary play & introduce color, but is not a card-driven game. The Confed must send ships abroad to return with supplies, and raid Union forces. The Union can launch amphibious assaults as well as blockade ports to prevent use of Confed ports. Relatively fast playing. Many optional rules. 1 map, 2 countersheets, 110 event cards. 4mo/turn, ship/squadron level, area move. M.McLaughlin'13							
Red Storm, Air War over Germany 1987		146052	\$50.00	** New	BC	**	1
Sequel to Downtown depicting the hypothetical air war over Germany in the spring of 1987 at the outbreak of World War III. Depicts over 50 types of aircraft in service at the time. 36 scenarios ranging covering time from hours to days; these include 4 solitaire scenarios with bot rules. Emphasis is on the big picture & mission planning in a complex environment. Warsaw Pact has 37 aircraft types; NATO has 42. 5 countersheets, 2 maps, complex. Douglas Bush'19							
Rhode Island, Battle for...		144135	\$37.00	** New	BC	**	3
Game of two battles from Rhode Island in 1778. In the first, the British pursue the retreating Continentals as they abandon their siege of Newport. Small number of units, and action tends to follow along the roads. Includes opportunity cards that influence events and combat. Also includes a hypothetical assault on the fortified city of Newport that assumes that the French fleet stuck around and participated. 176 counters, 68 cards, double-side map. Mark Miklos'20							

Game Title (& Edition or Issue #) Specific Condition, Subject, Designer, Year	Game Only?	Part#	Cash-Basis, Shipping Price EA Flag	General Conditn	Box Type	Out-of-Errata Print? Incl?	Game #-of Scale Plyrs
Silver Bayonets 1st		1224	\$19.00	Excell	BC	OoP Err	2
Punched & played, but clean & complete. ■ 12 scenario game of the conventional battle for the Ia Drang Valley early in the US's 2nd Vietnamese War, 1965. The NVA sends a full division against the lightly held area in the highlands of central southern Vietnam & the town of Pleiku. The newly arrived 1st Air Cav reinforced the desperate ARVN defenders & a tough, month-long battle ensued. Company level, with integrated movement & combat, limited intelligence. 12 scenarios including what-ifs. 200 counters, 1day/turn, 1mi/hex. CSR Award for Best Post-WW2 Game in 1990. G Billingsley'90							
Silver Bayonets 2nd		140011	\$34.50 **	New	BC **		2
25th anniversary update of this 12 scenario game of the conventional battle for the Ia Drang Valley early in the US's 2nd Vietnamese War, 1965. The NVA sends a full division against the lightly held area in the highlands of central southern Vietnam & the town of Pleiku. The newly arrived 1st Air Cav reinforced the desperate ARVN defenders & a tough, month-long battle ensued. Company level, with integrated movement & combat, limited intelligence. 12 scenarios including what-ifs. 1.5 countersheets, 1day/turn, 1mi/hex. 2nd edition streamlines the system with a combat system integrating maneuver combat, close assault, ranged fire & air power, plus tweak better representing each sides advantages. G.Billingsley, M.Land'16							
Simple Grt Btls of History Playbook 3rd		146175	\$14.00	New	zl		3
2017 3rd ed reprint. Kit providing streamlined, fast playing series rules for the Great Battles of History system including a book w/ all scenarios from Delux Alex, SPQR, Caesar, Conquest of Gaul, Cataphract & their module now with other games published since the 2nd edition.. Allows simpler, faster play of existing scenarios in this game series, and requires original games to play. R.Berg, M.Herman'17							
Space Empires 4x 4th		146176	\$52.50 **	New	DC **		4 M
2020 reprint in a larger box. 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'20							
Space Empires 4x: 4th Ed DC BOX		143027	\$10.00	New	DC		4
3", doublecase box, only, for this game designed to hold the mounted map & all the "stuff." '20							
Space Empires 4x: Close Encounters Kit2d		146136	\$37.00 **	New	BC **		4
Reprint. Kit useable with either edition of Space Empires 4X. Adds more technology & sci-fi in simple ways; modular design allows using any combination of rules components. Also includes rules for unit skill development, more counters of each ship type, & ground troops. Sole difference in 2nd edition is that replacement counter for base game are not included. J.Krohn'19							
Space Empires 4x: MOUNTED MAP		146178	\$14.00	New	n		4
Mounted map for the Space Empires 4X game.							
Space Empires 4x: Replicators Kit		145928	\$35.49 **	New	BC **		4
Large kit adding another race, and allows a 5th player in the game. Also adds 6 new countersheets with 120 terrain tiles, new ships & tech; and a resource deck which can be used as events or turned in for resources. Req base game; use of Close Encounters kit recommended. Jim Krohn'18							
SPQR, Art of Warfare in Roman Rep 4th		144995	\$70.00 **	New	DC **		2
2019 Reprint & expansion of this immensely popular game. Tactical game using the Great Btls of History system. Includes addtl battles from several out of print kits including Barbarian (Heraclea 280BC, Ausculum 279BC Bagrada Plains 255BC, Trebbia 218BC, Cannae 216BC, Baecula 208BC, Metaurus 207BC, Illipa 206BC, Great Plains 204BC, Zama 202BC, Cynoscephalae 197BC, Magnesia 190BC, Muthol River 109BC) plus original scenarios (Cannae 216BC, Zama 202BC, Cynoscephalae 197BC (Rome v Greek Phalanx), Beneventum 275BC, Begradas Plains 255BC). Emp leaders, unit purpose, morale. 6 countersheets (including Barbarian), 6 double-sided maps. Can be played with standard rules or streamline Simple Great Battles of History. 70yd/hex, 20min/turn, ~100-150men/strength point. M.Herman, R.Berg'19							
Stalingrad '42		145581	\$45.50	New	BC		4
Game of the Axis Fall Blau offensive across the breadth of southern Ukraine & the Caucasus Mountains, June-Dec 1942. 3 detailed & colorful maps, 3 countersheets, 5 scenarios, 4-7days/turn, 10mi/hex, Reg/Brig/Div leve Mark Simonitch'19							
Storm Over Asia, Prequel to World at War		144518	\$59.00 **	New	BC **		8
Prequel to GMT's World at War game, and paralleling previously published Gathering Storm game. Covers the years prior to World War II in the Pacific that built up to war. 2-4 players each try to improve their nation's preparations for war in the military, economic, political, diplomatic & technological spheres. A complete game on it own, but can also be played in tandem with Gathering Storm and also sets the scene for a varied World at War game. Provides great flexibility in strategy, varying Japanese production focus on military or civilian goods, naval forces, diplomacy, new or better military units, activation of reserves, etc. 840 counters, 93 various cards. Modest complexity, 3mo/turn, 2-4 players, div/corp level, individ capital ships. Bruce Harper'20							
Talon: Talon 1000 Kit		145224	\$20.00	New	BC		1 1
Kit adding a solitaire system to the game with hundreds of scenarios, plus a new AI empire with new weapons & ship capabilities & counters for the 2 player game. Kit adds 1,000 scenarios (thus the name). Jim Krohn'18							
Three-Game Update Kit		145136	\$5.00	New	Fo	OoP	A
Errata/update kit that applies to three individual games published in 2020: Imperial Struggle 1st, Versailles, and All Bridges Burning. bringing each up to what amounts to 2nd edition standards. Includes a small number of replacement cards for Versailles; 4 revised player aid cards, map correction stickers sheet & 2 small decks of repl cards for Imperial Struggle; and 6 revised card, map sticker sheet & small deck of repl cards for All Bridges Burning. '21							
Time for Trumpets, the Btl of the Bulge		144677	\$89.00 **	New	DC **		3
Larger, battalion-level game of the Battle of the Bulge, Dec 1944, using ideas from earlier Bitter Woods & Wacht am Rhein games. Units activated thru HQs, formation & supply are key, as well as weather, defensive positions, infiltration, Kampfgruppe Peiper, exploitation movement. Includes historical campaign, plus 6th Panzer Army, 5th Panzer Army Relief of Bastogne, and the Race to the Meuse scenarios. Complex, with high solitaire suitability. 6hrs/turn, 1mi/hex5 maps, 12 countersheets. Playable game system despite size. Bruno Sinigaglia'20							
Time of Crisis, Roman Empir in Turmoil2d		145109	\$36.00 **	New	BC **		6 4
Reprint. 2-4 player, strategic level game of dynasties within the Roman empire enduring decades of upheaval, 235-284AD. Combines key elements of card-driven games & deck building gmaes as players manipulate the Roman senate, military & populace. Players must counter random barbarian incursions while trying to jockey for maximum influence within the empire. Includes cards & a mounted map. Wray Ferrell, Brad Johnson'19							
Time of Crisis: Age of Iron & Rust Kit		145548	\$19.00	New	zl		6 4
Kit expanding Time of Crisis. Adds new influence card, making deck building an aspect of the game, effectively doubling the number of choices players have. Also adds new emperor rules that puts them at-risk in command of armies. Also includes artificial intelligence rules allowing 1-3 players to play a full 4 player game. Includes a few counters, a set of player aid cards, new wooden pieces. Wrey Ferrell, Brad Johnson'19							
Twilight Struggle, Cold War 1945-89 10th		144648	\$35.00 **	New	BC **		8
Deluxe edition; 2019 reprint of this immensely popular, 2-player game of the Cold War thru the fall of the Soviet Union, 1945-1989. Covers the secret intrigue as well as the small hot wars in which the USSR & the western allies used hapless proxies to further their ends. 2 countersheets, 110 cards, mounted map. Ananda Gupta, Jason Matthews'19							
Versailles 1919		145228	\$50.00 **	New	DC **		A 4
1-4 player game of the big 4 Entente leaders deciding upon the future of the world in the aftermath of World War I. Each has national goals, and must field the growing nationalism around the globe. Uses a card bidding system to determine your influence in settling issues in a way aligned to your goals while maintaining domestic supporters, all while facing regional crises. Once you gain control of one of the 53 issues, you have choices of what course to take, which influences the world even today. And the world reacts to the choices made with long-term consequences. 120 cards, mounted map, 1 countersheet. Includes solitaire rules module. Mark Hermar Geoff Engelstein'20							
Wilderness War, French & Indian War 3rd		146058	\$42.00 **	New	BC **		4
2015 update & reprint of this card & board game of the French & Indian War, 1755-60, using the For the People/We the People/Paths of Glory system, including stand-up leaders and colorful card that shape play. Covers a area from Lake Erie to Quebec and all of New England. Contains 3 scenarios plus a campaign. Includes extensive examples of play & strategy notes. Btlm/rgt level, semi-annual turns on a pt-pt map. 271 counters, 70 cards: V.Ruhnke'15							
Wing Leader, Supremacy: Eagles Kit		141396	\$27.00	New	Fo		2
Kit for Wing Leader Supremacy adding 23 new aircraft, 22 scenarios & a campaign system to the base game. Covers battles over Budapest, Leyte Gulf, Tali-Ihantala, Rabaul, the Kuban, and Operation Bagration. Lee Brimicombe-Wood'19							
Wing Leader, Victories 1940-42 2nd		143277	\$39.00 **	New	BC **		2
Reprint. First in an intended series of faster playing games covering massed aerial combat in WWII in a unique & intuitively understandable way. This first game covers air battles in the years 1940-42, including 23 scenarios for the Battle of Britain, Malta, Coral Sea, Midway, northern Africa and Stalingrad. Tactical map is essentially oriented in the vertical plane (rather than horizontal as is traditional), thus easily depicting altitude. Includes characteristics of 40 aircraft from all major combatants, 3 countersheets. Sqd level, L.Brimicombe-Wood'19							
Wing Leader: Blitz 1939-42 Kit		146060	\$26.55	New	zl		2
Kit adding more aircraft & scenarios, expanding the game into the USSR in 1941, Australia, Mongolia, France, the Mediterranean, and adds a Barbarossa campaign game (Drive on Kiev). Includes a map, 16 aircraft tiles, 140 counters. Reqs Wing Leader Victories to play. '18							
Won by the Sword		139052	\$22.00	New	BC		4

Game Title (& Edition or Issue #)

Specific Condition, Subject, Designer, Year

Game Only?**Part#**Cash-Basis, ^{surcharge} **Price EA****General Conditn****Box Type**Out-of Errata **Game #**
Print? Incl? Scale **Plays**

Includes the 2016 updates. ■ First of an intended game series covering the battles & campaigns of the Thirty Years War. Operational level with a point-point map of the key state of Bavaria (southern Germany). Offers limited intelligence via off-map force displays. Each army expends one card per impulse that determines activity level, supplies, etc. 1mo/turn, Rgt level, 1"/12km. Includes 1 map, 4 countersheets, 55 cards, full campaign plus shorter 1632-48 scenario. B.Hull'14

World at War 3rd**145932****\$114.00 ******New****DC ******8**

2018 Reprint. Evolution & further development of AH's Advanced Third Reich & Emp of Rising Sun. Completes the game system, refining the rules with various enhancements. 12 scenarios & campaigns. Adds named 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'18

GMT C3i Magazine

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FAX (702) 926-5205 anytime

C3i # 2**128913****\$50.00****Mint****n****OoP****Z**

Does NOT include 40-counter insert. Otherwys cherry. ■ Note that counters mentioned as published in this issue were in fact published with C3i #4. ARTICLES ON: History of the Battle of Mine Run and GMT's 1863; Strate for Persia in Battle of Issus 333BC; Gustavus Adolphus & the Dawn of Modern Warfare; pt.1 of SPQR Module Hammer of God, Judea v Seleucids, 167-160BC; Arctic Storm Strategy & Replay & the Battle of Suomussalmi; Clarifications for Great Battles of Alexander, Juggernaut, 1863, Thuderbolt & Apache Leader; Global Turmoil in the 1990s, Pax Americana Iran & the Future. '93

C3i # 3**128915****\$89.00****Mint****n****OoP****1**

Cherry. With inserts. ■ INSERTS: Rise of Luftwaffe Malta Campaign with 4 sheets, Crisis Korea 1995 with 3 sheets. ARTICLES ON: Evolution of the Great Battles of History system; Pt.2 of the SPQR Hammer of God module, Judea v Seleucids 164-160BC; Macedonian strategy in the Battle of Issus 333BC (Persian strategy presented in issue #2); Preview of the next war in Korea, with five scenarios for Crisis Korea 1995; Malta Campaign for Rise of Luftwaffe; New options & a scenario for Victory in the West Plan Yellow; Strategy in Hornet Leader; Using Hornet Leader in the Classroom; w/ Siege of Malta module for Rise of Luftwaffe, and 4 scenarios + play aid for Crisis: Korea. '94

C3i # 5**113870****\$22.00****Mint****n****OoP****Z**

Cherry ■ 50pg color mag covering GMT's games. Includes Down in Flames Winter War inserts (4), GBoH tactics, SPQR Castulo 211BC scenario, Alex in Italy hypothetical scenarios. ARTICLES ON: SPQR tactics, Rise of Luftwaffe tutorial, Silver Bayonet strategy, BtIs of Waterloo scenario, errata for Alex Deluxe, BtIs Waterloo, Britain Stands Alone, Op Mercury variant (counters were in #4). '95

C3i # 5**46921****\$25.00****New****n****OoP****Z**

50pg color mag covering GMT's games. Includes Down in Flames Winter War inserts (4), GBoH tactics, SPQR Castulo 211BC scenario, Alex in Italy hypothetical scenarios. ARTICLES ON: SPQR tactics, Rise of Luftwaffe tutorial, Silver Bayonet strategy, BtIs of Waterloo scenario, errata for Alex Deluxe, BtIs Waterloo, Britain Stands Alone, Op Mercury variant (counters were in #4). '95

C3i # 6**51752****\$25.00****New****n****OoP****Z**

w/SPQR modules for Btl of Telamon, 225BC, Mago in Celt-Iberia, 207BC, & Btl at the Po River, 203BC; ARTICLES ON: Schweinfurt Raids scenario for 8th Air Force. Variants for Rise Luftwaffe, Britain Stands Alone, 3DA; Gettysburg. Errata for Brit Stands Alone, 3Days Gettysburg, 8th AF, Diadochi. '96

C3i # 8**53660****\$60.00****New****n****OoP****Z**

Mag & Game. ARTICLES ON: Errata for Btl for N.Africa, Crisis:Sinai. Play aid inserts for Btl for N.Africa, Samurai, Norway. Simplified std rules for Great Btl of History. Scenarios for Btl N.Africa, SPQR, Typhoon. '97

C3i # 9**50993****\$65.00****New****n****OoP****Z**

w/ 40 variant counters for Typhoon, Inv Norway & Alex Deluxe. Mag articles on new SPQR & Alex scenarios; Saratoga designers notes; Inv Sicily designers notes, strategy & errata; Typhoon strategy, plus retrofitting the game w/ Barbarossa rules; Waterloo variant, solitaire Glory. '99

C3i #12**53236****\$75.00****New****n****OoP****Z**

w/140 counters (BtIs N.Africa(12), June 6 (12), River Death (80), 3Days (12), DiF Zero (8), War Galley (6), & others). Also card inserts for DiF (3), War Galley scenarios (2) and AGN (2). ARTICLES ON: War Galley scenarios, DiF Israeli War of Independence campaign, Tigers in the Mist analysis & replay, Justinian game v. history, multi-player War Galley rules, Barbarossa Army Group North alternative bombardment rules, Saratoga/Brandywine combat techniques, Companion units in Successor (AH), J.Caesar Thapsus strategy & Rubicon analysis. Mag increased in size to 50pgs, but price nearly doubled. '00

C3i #14**58530****\$64.00****New****n****OoP****Z**

Excellent mag supporting GMT's games. Includes scenarios for SPQR, War Galley, Caesar, variants for Battle Line & Hornet Leader, a Triumph & Glory add-on kit including a map & 140 counters., ARTICLES ON: Zero campaign covering the Neatherlands East Indies 1942 (w/ 3 cards), 6 June Brit 1st airborne variant, 2 8th AF target cards, Barb AGS replay, Paths of Glory strategy, and errata for Zero, Wildneress War, Simple GBOH. 52pgs. '02

C3i #15**63941****\$25.00****New****n****OoP****Z**

w/140 err/variant counters (Kasserine (40), SQPR (74), Ukraine'43 (10), For the People (16). Excellent mag supporting GMT's games. ARTICLES ON: historical notes & addtl rules for Risorgimento, strategy for Paths of Glory, strategy & variants for Barbarossa to Berlin, strategy for Clash of Giants, Kasserine pass variant w/ 40 counters & map, 4 GBoH modules with counters, plus Daylight'45 campaign scenario for Down in Flames. RECOMMENDED. '04

C3i #16**70950****\$50.00****New****n****OoP****Z**

With Churubusco variant for Gringo! w/ new rules & 136 counters (+ 4 errata counters for World at War); also includes 4 sheets of cards & scenarios for Down in Flame Aleutian '42 campaign. 48pg mag with ARTICLES ON: & scenarios for GMT games: SPQR scenario for Agrigentum & Adys; strategy for Reds!, Rise of Roman Republic, and Von Manstein's Backhand Blow; Down in Flames campaigns for Aleutians (w/ cards) & Bismarck Seas 1943 (both for Zero & Coarsiers/Hellcats); and Ruin of the Reich 1944 scenario for Europe Engulfed designed for 2 players (ala Btl for Germany); and June 6 strategy. '05

C3i #17**73847****\$55.00****New****n****OoP****Z**

48pg mag w/ articles & scenarios for GMT games: w/ (18) counters for Downtown; (1) 30 Years War; (5) Borodino; (1) Barb to Berlin; (2) 3Days Gettysburg; (25) Rise of Roman Republic; (10) Empire of Rising Sun; (80) counters + rules & map for Cheriton variant for This Accursed Civil War; 5 cards for a Dunkirk1940 Down in Flames campaign. ARTICLES ON: Siege of Alesia basic tactics; M.Herman's Card Driven Game Design; Sicilian Campaign of 2nd Punic War for War Galley & SPQR; c3i Mag index 1-16; intro to Manifest Destiny; Downtown Linebacker III scenario; Cheriton 1644 scenario for This Accursed Civil War; Sweden Fights On analysis; Combat Commander prototype description; Empire of the Sun strategy. '06

C3i Magazine #20**88596****\$69.00****New****n****OoP****Z**

Includes professional version of DRIVE ON METZ intro game w/ 28 counters & map, suitable for beginners. Also includes variant/errata counters for SPQR Herdonia & Syphax scenario2 (44); Pax Romana (30), Asia Engulfed (4), Combat Command (1), Empire of the Sun (6), 1914, Twilight in East (20). ARTICLES ON: Combat Commander Mediterranean scenario 14 playthru; SPQR battles of Herdonia, 212 & 210BC, and Syphax, 21 & 212BC; Empire of Sun optional rules; Great War in Europe events glossary; Command & Colors scenarios; Flying Colors Trafalgar campaign module; Japanese opening moves in Asia Engulfed; Greco-Persian War (570-300BC) scenario for Pax Romana; Down in Flames Zero early years dogfight scenarios; designer's notes for Stalin's War; GMT's top 20 games. '08

C3i Magazine #21**88272****\$67.00****New****n****OoP****Z**

A meaty issue w/ variant counters for Pax Romana (14), Clash of Monarchs (6); SPQR (14); Caesar, Conquest of Gaul SPARTACUS scenario & counters (40); Barbarians (24); For the People II (6). Combat Commander map insert, 26 counters; Commands & Colors addtl scenario inserts (2); Twilight Struggle card inserts (2); pack of Empire of the Sun cards; Combat Commander Europe variant rules, new scenarios, etc. ARTICLES ON: Empire of the Sun strategy; SPQR Grumentum scenario; Manoeuvre strategy & design notes; Flying Colors Trafalgar scenarios; Pax Romana scenario; Successors strategy; Down in Flames Zero & Corsairs campaign; For the People variant rules; SPQR & War Galley 2nd Punic War campaign game rules. '09

C3i Magazine #22**89857****\$49.00****New****n****OoP****Z**

A meaty issue w/ 88 counters: Bulge (3); Men of Iron (51); Empire of the Sun (6); Fields of Fire (28). ARTICLES ON: Unhappy King Charles analysis; Successors 3rd special abilities (with insert); Pursuit of Glory analysis; SPQR scenario for battle of Utica 203BC w/ insert card; Men of Iron primer; random events in Conquest of Paradise (w/ 3 sheets of cards); Canadians variant in The Bulge; Agincourt scenario (w/ map) for Men of Iron; analysis of Successors 3rd; Europe Engulfed Axis strategy; Spartacus 88-55BC scenario for Pax Romana; 1943 scenario analysis for Empire of the Sun; pathfinder Combat Commander campaign for Normandy 1944 (w/ 2 page inserts). '09

C3i Magazine #23**93876****\$69.00****New****n****OoP****Z**

Mag & Game. Inserts include 140 counters for Jena 20 game (40), Chandragupta (18), Barbarossa Kiev to Rostov (2), 1914 Twilight in the East (3), Ship of the Line (10), Elusive Victory (10), SPQR (4), Dead of Winter (18) PQ-17 (2), For the People II (18), Pursuit of Glory (2), 9 others.;Complete Jena 20 game; Chandragupta variant; PQ-9/10 scenario; SPQR Elephant Victory scenario; For the People Naval Card Variant Effects; FAB Bulge Set-up Aid & Asset Capabilities Mix; Combat Commander Scenario 103 & 110 scenarios; Commands & Colors Epic Ancients scenario card. ARTICLES ON: For the People 10th anniversary variant rules; Hellenes developer's notes & strategy; Pursuit of Glory analysis; SPQR Elephant Victory scenario, 277BC; PQ-17 strategy & tactics; Combat Commander Stalingrad scenario 35 analysis; Kutuzov survival strategy; Paths of Glory & the Low Countries; Coromandel Campaign 1758-9 for Flying Col

C3i Magazine #24**94278****\$64.00****New****n****OoP****Z**

W/ 140 counters (Btl Normandy (66), SPQR War Elephant (4), Chariots of Fire (3), SPQR Crotona (3), SPQR (6), Serpents of Sea (12), Hellenes (14), Ship of Line (2), Elusive Victory (18), Washington's War (14)); 4 insert cards for Hellenes; Scheldt campaign insert for Combat Commander; C&C Camulodunum & Mona Insulis scenario insert; SPQR player aid card insert; 4 Btl for Normandy play aid inserts; 2 Washington's War inserts; Jena 20 play aid insert. ARTICLES ON: Asymmetrical strategy in Washington's War; Optional rules & scenario variants for Btl for Normandy; Hellenes campaign game strategy & play hints; Combat Commander index to C3i articles; 6 New aircraft for Elusive Victory w/ 3 scenarios; designers' notes for P500 games; Asia Engulfed analysis & strategy; SPQR Crotona scenario; Caucasus Campaign strategy. '10

C3i Magazine #25**95642****\$85.00****New****n****OoP****A**

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Game Title (& Edition or Issue #) Specific Condition, Subject, Designer, Year	Game Only?	Part#	Cash-Basis Price EA	Shrink- wrap Flag	General Conditn	Box Type	Out-of Print?	Errata Incl ?	Game #-of Scale Plyrs
Mag & Game. Includes Battle for Moscow 2nd, a complete & colorized update of this great beginners game of the German assault on Moscow, 1941; 124 counters (44 Btl Moscow; 1 Successors; 1 Caucasus; 2 Labrynth; 10 Normandy'44; 32 Ardennes'44; 19 Asia Engulfed; 1 Washington's War; 12 Clash Monarchs); Labyrinth optional rules insert & decision flow inserts; Flying Colors fleet scenarios insert; SPQR scenarios insert; Combat Command scenario insert; Commands & Colors Epic Ancients II inserts. ARTICLES ON: Labyrinth developer's notes & use in the classroom; Gamer profile of Jeremy Antley; SPQR scenarios Baetis River 236BC & Tader River 228BC; Flying Colors & Serpents of the Seas tour; Card Drive Games by Mark Herman; Japanese opening moves in New Guinea & the Solomons in Empire of the Sun; index to C3i mag articles & inserts for Empire the Sun; Charles Roberts memorial, the founding years & 1988 interview; Clash of Giants strategy; CC New G									
C3i Magazine #26		108923	\$99.00		New	n		OoP	A
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