

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

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

Game Rating System Explained

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

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

MINT - Opened & unpunched. Some counters may have separated from tree on their own, but has never been played. May 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=Notebook RL=Notebook RL=Notebook RL=Notebook 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.

Academy Games	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205	anytime
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Conflict of Heroes, Storms of Steel 3rd

\$69.00	New	GB	3
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3rd edition update of this 2-4 player game using the CoH system to represent tactical combat at the battle of Kursk, 1943, on thru the end of the war in 1945. Includes new unit types (Tiger tanks, Soviet rockets, etc), new maps. 3rd edition includes update rules, maps, overlays & artwork, new firefight scenarios, new counters & new artwork on the counters, new box format with Game Tray inserts. '19

Against the Odds Magazine	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205	anytime
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Almost a Miracle, Am Rev in North #51

143079	\$29.99	New	HP	4
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Mag & game. Game of the American Revolution in the northern portion of the US, focused on the area from northern Maryland north. Uses the Tarleton's Quarter game system. Covers the factors that made warfare of the era unique: morale, leadership, disease & desertion. 280 counters, area move. David Jones'20

Operation Ichi-Go #52

143197	\$29.50	New	HP	4
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Mag & game. Game covers Japan's massive, 1944 offensive thruout China which sought to open a land route across China to Indochina to circumvent the US sub blockade of coastal shipping, eliminate B-29 bases in Chi and maybe even knock China out of the war. It was the largest Japanese offensive, with 500,000 troops & 800 tanks involved, with the armor concentrated contrary to their norm. They largely succeeded, but American airpower and capture of other island bases largely negated the victory. Includes a hypothetical scenario in which US forces destined to invade the Philippines instead invade much of the Chinese mainland. 2-player game, but includes a full set of solitaire rules in which the player commands Japanese forces. 1mo/turn, div/army level, untried Chinese units, 252 counters. Ty Bomba'20

Six Days of War, 2017 Annual

142402	\$39.99	New	HP	4
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2017 annual (published way late in 2020, as usual). Game of the Six Day War of 1967, as Israel makes a preemptive strike on its several neighboring Arab states for a decisive military victory against all. Includes card play that accounts for the political backdrop to the situation. 245 counters, map divided into 3 fronts (Golan, West Bank & Sinai), reg/brig level, 1day/turn. 10 turns but game can end at anytime when the UN calls a ceasefire. Historical & nightmare scenarios. Good beginners' game (without pre-game cardplay) and excellent solitaire suitability. '20

Arcane Tinmen	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205	anytime
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Dragon Shields Art Card Sleeves, Vicar

\$9.00	New	SB	Z
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General Vicar Coat of Arms design. Set of 100 art-fronted standard sized polypropylen card sleeves, 63x88mm. Clear front & art back, white inside. '20

Ares Games	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205	anytime
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Europe Divided

\$39.00	New	FB	8
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Fast-playing, card-driven game of the renewed cold war between European NATO nations & Russia in the period of European resurgence (1992-2008) and Russian resurgence (2008-2019). Players seek to accumulate victory points by having dominant influence over contested areas of central & eastern Europe & the Caucasus, as well as by bringing historical events to reality. Players use cards associated with countries under their conti to build political & military influence, money & military might. But players decks are weakened as they increase their influence creating a tense dynamic against overreaching. David Thomossen, Chris Marling'20

Quartermaster General WW2 2nd

\$37.00	New	FB	6
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2nd edition that enlarges & fine tunes much of the game. Strategic level game of World War II around the globe that emphasizes supply as necessary for your armies & navies to fight, and even to keeps them from surrendering. Military units are represented by wooden blocks, with illustrated cards to provide abilities. 220 cards, 56 blocks, 1 countersheet. Simpler & fast playing. Ian Brody'19

ATO - Turning Point Simulations	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205	anytime
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Chalons, the Battle of..., 451AD

140723	\$29.00	New	HP	3
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The last Roman general, Aetius, who learned the Huns & Goths' ways as a hostage, meets Attila the Hun's forces in central France in 451 in one of the pivotal battles of human history. Each side is a hodge-podge of many ethnic factions. Uses cards to represent units & battleline formations (similar to TPS's Arabela). Simpler & faster playing. 63 playing cards, 46 playing pieces. Richard Berg'19

Bounding Fire Productions	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205	anytime
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ASL:Onslaught to Orsha 2nd

140526	\$99.00	New	ZL	2
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Update of this large kit now including 32 scenarios (2 solitaire) covering the reinforced Soviet 16th Guard Inf's attack on the German 78th Sturm inf in a heavily fortified area south of the Minsk-Moscow Hiway, during Operation Bagration, June-July 1944. Includes a focus on river & bridgeheads & very mobile actions. Includes three color maps, new rules, new player aid, 370 1/2" & 296 5/8" color counters. Chas Smith'20

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

\$25.00	New	FB	A
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2-player card game that represents the contest between the Nixon administration, 1969-74, and journalist who amass sufficient evidence to unmask the administrations misdeeds. On player is the Administration seeking to suppress any evidence of wrongdoing and diffuse popular discontent, while the Journalist side collects sufficient evidence to tie to whistleblowers directly to Nixon. '20

Catalyst	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205	anytime
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Battletech, a Game of Armored Combat 4th

\$45.00	New	BC	1
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Updated version of this classic game of combat between personal armored mech warriors. '18

Clash of Arms	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205	anytime
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Wings of the Motherland 3rd

142412	\$115.00 **	New	DC **	1
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Fourth volume in the Fighting Wings (Whistling Death) game series. Covers air combat on the Eastern Front during World War II from the German invasion to the fall of Berlin. This edition includes 48 mostly new aircraft, 2 double-sided maps, 630 counters. Includes more emphasis on air-ground combat than prior games in the series. 3rd edition rules have smoother, cleaner mechanics, 150 air combat & 60 ground & anti-shipping scenarios. 48 aircraft & 16 types of naval vessels. JD Webster'20

Columbia Games	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com	FAX (702) 926-5205	anytime
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Combat Infantry, EastFront

\$72.00	New	BC	2
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Block system game of tactical, squad level combat on the Eastern Front during WWII; sequel to Combat Infantry WWII which covers the western front. Uses an interactive system for fire & close combat. Game includes German & Soviet battalion level forces in engagements from 1941-45 on the eastern front; expansion planned to include British, Italian & Japanese. Each block represents a squad within a larger platoon or company, with unit integrity being significant. Includes leaders, rifle squad, weapons (machine gun, mortar, anti-tank) units, plus armored vehicles. 100m/hex, wooden blocks, 2 geomorphic maps. '19

Hammer of the Scots 4th

139657	\$59.00	New	BC	6
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Std edition. ■ 2019 4th ed with 24mm wooden blocks, v3 rules. 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'19

Hammer of the Scots 4th [Deluxe]

142389	\$72.00	New	BC	6
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2019 4th [deluxe] ed with 24mm wooden blocks, v3 rules, thicker map. 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'19

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Compass Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Amerika Bomber, Evil Queen of the Skies		141874	\$52.00		New	BC		1 1
Tactical solitaire game set in alternate history where Germany conquered Europe in WWII, and now is using strategic bombers to attack the US mainland. Each turn is a single sortie in which the player commands a German bomber attempting to bomb a US city. Based on the B-17 game system. Your pilot builds skill with success, gains promotions & awards, and with enough skill, wins the game. Includes much detail of aircraft design represented in the 5 bomber models included. Weekly turns, highly tactical, 1 countersheet, various play mats. Gregory Smith'20								
Bar-Lev, 1973 Arab-Israeli War 3rd		138338	\$89.00		New	BC	OoP	4
Deluxe update of this once-popular game of the 1973 Arab-Israeli War. Massively updated in nearly all respects including the OoB, expanded rules for integrated air defense, a new sequence of play, and play by up to 5 players. 2 maps, 1872! counters (which include 2 complete sets, one with AFV profiles, the other with NATO symbols). 1day/turn, 3-6km/hex, Co/btln/brig level, high solitaire suitability. A FUN game! John Hill, Frank Chadwick, Chris Fawcett'19								
Brief Border Wars		142698	\$53.00		New	BC		4
Quadragame of 4 smaller, lesser known wars from 1969-2006. Uses a card-driven system modeling the chaotic, on-&-off nature of border wars. FOOTBALL WAR covers the dispute between El Salvador & Honduras, 1969; OPERATION ATTLA covers the Turkish invasion of Cyprus, 1974. THIRD INDOCHINA WAR covers the Chinese attack on Vietnam in 1979. SECOND LEBANON WAR covers the Israeli attack on Hezbollah in southern Lebanon, 2006. Variable time scale, area-move map, btln-div level. Faster playing. 4 smaller maps, 176 counters. Brian Train'20								
Combat! Man-Man Combat in WWII		142332	\$109.00 **		New	BC **	OoP	1 1
Solitaire game of man-to-man combat in World War II. Each soldier is represented by a large counter, with smaller markers placed on top to show morale, wounds, orders, etc. Player commands a 12-soldier squad fighting way across France. German forces are managed by the game system which uses their morale and a random card draw to determine their actions. Includes 14 scenarios. 30-90sec/turn, 10yd/hex, 4 maps, 6 countersheets card decks. Ross Mortell'19								
Commands & Colors Tricorne JacobiteRising			\$75.00		New	BC		3
Stand-alone game of tactical battles during the Jacobite Rebellion in Scotland plus other battles, all using the Commands & Colors game system. In this game, morale is paramount with rout being an everpresent danger. Players use player-specific decks of cards to issue commands that enable that side to do something: move, fight or other special tasks. Includes 13 battle & skirmish scenarios including: Killiecrankie & Dunkeld, 1689; Cromdale 1690; Ales, Sheriffmuir, 1715; Glen Shiel 1719; Prestonpans, Clifton, Inverurie, 1745; Falkirk 1 & 2, Culloden 1 & 2 1746. Includes mounted board, 110 cards, 283 wooden blocks, 4 terrain tile sheets. Richard Borg'20								
Dawn of Empire			\$43.00		New	BC		6
Simpler game of the naval war during the Spanish-American War of 1898 in the Atlantic Ocean at a strategic level. '20								
Decision at Kasserine Designer [3rd] Ed		142329	\$70.00		New	BC		2
Update of this HIGHLY RECOMMENDED, co/btln lvl game using the Battles for North Africa game series covering Rommel's Feb 1943 attack on the green American's just arriving in Tunisia. Tense & well balanced. Enlarged to include 2 maps, 477 counters. 2mi/hex, 12hrs/turn. A serious update of a favorite. Vance Von Borries'20								
France 1944, Allied Crusade in Europe 2d		141096	\$57.00 **		New	BC **	OoP	4
Updated, Signature edition of this game originally published by Victory Games. Simpler, fast playing game of the campaign in France, July 1944-May 1945. Interactive turn sequence, air power, step losses, special Bulge & Market-Garden rules. This edition remastered & updated and can be linked with a future eastern front companion game (East Front, Russia 1944). Adds new Falaise Gap intro & Market-Garden scenarios, and extends game to end of war. Mounted map, 2 countersheets, 20mi/hex, div/corp level. High solitaire suitability. Mark Herman'20								
Fulda Gap, Battle for the Center		142700	\$109.99 **		New	BC **		4
First of an intended 4-game series of games on the possibilities of World War III in Europe about 1985. The US 11th Cavalry is tasked with holding 4 Soviet divisions in their determined advance westward to afford the 5th Corp time to form up to stop the Soviets for good. Large game with 9 countersheets, 4 maps, 2hrs/turn, 500m/hex, co/pltn level. Complex. Adam Starkweather'20								
Interceptor Ace, Air Defense over Germany			\$77.00		New	BC		1 1
Solitaire, low level tactical game covering daylight air defense over Germany, 1943-44. Player is placed in any of 30 models of daylight fighters tasked with stopping the American bomber offensive and their fighter escorts over the course of days & weeks. Emphasis is on the pilot's (player's) experience & skill development over time. Uses the Hunters (Night Fighter Ace) game system. 1 countersheet, 60 cards, individual aircraft & crew members. Gregory Smith'19								
Napoleon's Eagles, Storm In the East		143095	\$42.00		New	BC		6
Card-based game of two key battles (plus two more) bookcasing Napoleon's dramatic fall in 1812 & 1813. Depicts the battles of Borodino, Sept 1812, deep in Russia, and Leipzig, the Battle of Nations, as much of Europe began to gang up against the French. Also includes the battles of Shevardino & Lieberwolkwitz. Include 200 colorful cards that represent the leaders, units and terrain involved. Christopher Moeller'20								
Nations in Arms, Valmy to Waterloo 2nd		141869	\$102.00		New	BC	OoP	8
2nd edition reprint. Complex, strategic level game of the entire Napoleonic Era in Europe, 1797-1815, using an updated version of the Le Grand Empire game system (from Pratz Eds). Up to 7 players control the major combatants' armies, economies & diplomacy. Emphasis on lines of communication & command & control. Seasonal turns, 10 scenarios, 110 colorfully illustrated event & tactics cards, 912 counters, 2 maps. S.Thomas'19								
Once We Moved Like the Wind, Apache Wars		139498	\$54.00		New	BC		4
Simpler block system game covering the key 25yr period after the American Civil War in which the various Apache tribes made life difficult for the whites trying to appropriate their land in the American Southwest. Each turn a provocation determines the forces available that turn and placement. Movement & combat occur sequentially, but the side with the most points for the turn increases their victory total by one, with the high side at the end being the winner. Use of wooden blocks provides excellent fog of war, with the Apache especially benefiting from decoy units. 22mi/inch, 3-4yrs/turn, 80 blocks. Fast playing. Stephen Newberg'19								
Red Poppies, Assault Artillery			\$54.00		New	BC		3
Game using the Red Poppies series to depict the battle of La Maimaison, Oct 1917, in which the French used their tanks and a creeping artillery barrage to capture key objectives. 6 division attack along a 7.5mi-wide front after a six day barrage with 63 tanks in support. The end result was 50,000 German casualties & prisoners, versus 12,000 French casualties. Suitable for solitaire. 10min/turn, 200yd/hex, Section/Company level, 2 maps, 3 countersheets. John Gorkowski'20								
WWII Commander, Btl of the Bulge		143094	\$50.00 **		New	BC **		4
First in an intended series of fast-playing, area move games of World War II in Europe. Covers the Battle of the Bulge offensive in Dec 1944. Fast playing, regt/div level game that is a good game for beginners. Uses an activation system. Includes mounted map, 2 countersheets. 1day/turn, ~15mi/area. John Butterfield'20								
Compass Games PAPER WARS Magz (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Fall of Siam, Burmese-Siamese War #94		142336	\$42.00		New	n		4
Mag & game. Game of the last of 17 wars between Burma & Siam, 1765-67, that ended with a siege & total destruction of Siam's capital. Area move, 328 counters. John Poniske'20 / ARTICLES ON: Brief summaries of Compass's recent & upcoming games; Reviews of Brave Little Belgium, CPS Dawn's Early Light, ATO die Atombombe; Historical background of Fall of Siam; Strategy in CPS France 1944; History of the 1937 clash between Japan & China in Shanghai.								
Wagram 1809, Napoleon's Last Triumph #93		140505	\$42.00		New	n	OoP	4
Mag & game. W/ 41 variant counters for Russia Falling #85. Game covers Napoleon's 1809 campaign that included Napoleon's last great victory at Wagram. The French are on the offensive but both sides have opportunity for attack, and the Austrian's can win a sudden victory by capturing the French bridge across the Danube River. Designer's intent was to show the battle possibilities had Napoleon not been overconfident of his own & his army's abilities. Brig/div level, faster playing. 228 counters, 400m/hex, 2-4hrs/turn. Ty Bomba'19 / ARTICLES ON: Previews of CPS Brief Border Wars, Amerika Bomber, Korean War Deluxe Ed, Once We Moved Like the Wind; Battles of Ogoula Tchotoka & Ackia; Reviews of LEG Demyansk Shield; New Bertha in the Mist scenario for Combat!; Stalin's WW III Errata; Variant for A Pragmatic War; Solitaire Rules for Pragmatic War; Battle of Secessionville, near Charleston SC, 1862; Review of Nato Air Commander; Operation Solstice, 1945; Optional Militia Rule for Russian Falling.								
Consim Press (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Beneath the Med, Regia Marina at Sea		142992	\$37.00		New	BC		1 1
Solitaire game (with multi-player & tournament rules) of the Italian submarine fleet during World War II. Player commands one of many types of Italian submarines in missions on the Mediterranean Sea and elsewhere. Goal is to complete missions and survive until Italy surrenders in 1943. Uses The Hunters game system. Includes 480 named large vessels. Gregory Smith'20								
Hunted, The..., Twilight of U-Boats 43-5		141326	\$40.00		New	BC		2 1
Solitaire, tactical game of the U-Boat war after the point where the U-Boats became the hunted rather than the hunters due to allied technological & logistical advancements. Uses The Hunters game system, and can be melded into earlier The Hunters game to model actions over the entire war. Player commands a U-Boat, and still must attempt to destroy Allied shipping. But the player will find the going very difficult, and staying alive an ill proposition over multiple missions thru the 1943-45 period. 11 major U-Boat designs are included, with their systems in great detail. Patrols may be assigned in the Arctic, Atlantic, S Atlantic, Indian Ocean, Caribbean and the Pacific. 2 countersheets. Gregory Smith'20								
Hunters, The... 3rd			\$33.00		New	BC		6 1

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<p>2020 reprint. Detailed & popular solitaire game of tactical U-Boat combat in the first 5 years of WWII. Game represents 8 u-boat types engaging in 9 types of patrol assignments against hundreds of historical targets, with responses from escorts, convoys & aircraft deployed against them, night & day. Campaigns allow for crew advancement & promotion, and multi-player & tournament options are included. Akin the B-17 and B-29 in that the player must manage all aspects of the u-boat as it pursues its mission and absorbs damage. Includes 140 counters, 4 uboat display mats (dbl sided). Gregory Smith'20</p>									
Silent Victory, US Submarines Pacific 2d		142858	\$42.00		New	BC		1 1	
<p>2020 2nd Ed. ■ Reprint of this solitaire game of US submarine warfare against Japanese shipping & warships thru WWII in the Pacific. Uses the highly popular Hunters game system to represent actions in the Pacific. In a submarine mission, you must destroy as many enemy ships as possible while advancing your crew quality and recognition; oh, and make it home alive. Mission type varies but each provide an imersive experience of commanding an American sub, complete with unreliable torpedos but skillful crews. 7 fleet commanders are represented, and several patrol zones as well including Midway, the Solomons, and the waters off Japan & China. All your actions must be a wise choice given your capabilities as well as those of your adversaries. 6 classes of submarine and 720 target vessels are represented. Includes sub-sub engagements, aircraft, multi-player & tournament rules, and more. 2 countersheets, 1 map. Gregory Smith'20</p>									
<p>Dan Verssen Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime</p>									
B-17 Flying Fortress Leader 2nd			\$63.00	**	New	DC	**	2 1	
<p>2nd edition fixes errors on a couple of cards, revised some rules, and provides examples of play in a separate booklet now. Solitaire game of daylight strategic bombing raids over Europe by the US 8th Air Force during World War II, 1942-45. Player must plan how best to damage the German war machine while also managing a flight of B-17s executing each planned mission, along with their fighter escorts. Includes 11 historical campaigns, a mini-campaign focused on one bomber surviving a 25-mission tour, a solo bombing mission focused on one bomber in one mission, and Down in Flames solitaire rules so that that game system of air-air combat can be used to resolve air-air combat (if desired; ownership of DIF required). Includes 336 cards, 6 countersheets, 1 mounted board. Fast playing, 30min/mission. Dean Brown'19</p>									
Corsair Leader: Aces Kit			\$19.00		New	SC		2 1	
<p>Expansion kit including 56 cards depicting real US navy & marine ace pilots to the game. Just add them to your game at the start of a game. '20</p>									
Field Commander Alexander 2nd		141879	\$55.00		New	BC		6 1	
<p>Reprint. 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), 5 small maps, 176 counters. D.Verssen'09</p>									
Pavlov's House, Battle of Stalingrad 2nd		142710	\$59.99	**	New	BC	**	OoP 3 1	
<p>2nd edition. Solitaire or 2+ player game of the defense of a building used as a fortified strongpoint by the Soviets thru two full months of the battle for Stalingrad in the fall of 1942. Solitaire player controls the Soviet defend & the leaders of the 62nd army, while the game system controls the Germans. Also includes rules for a cooperative game where one player controls forces in Pavlov's House while 1+ other players control other elements c the 62nd Army, as well as a competitive game where one player controls the German and 1-2 players control the Soviets. Includes 140 cards, 100 wooden blocks, 5 countersheets. '19</p>									
Pavlov's House: COMPANION BOOK			\$15.00		New	Bk		4	
<p>Primer for the Pavlov's House board game about the German assault of the Soviet 62nd Army in Stalingrad in the Fall of 1942. Provides history, biography of key leaders, and notes on key units involved in this epic struggle. Includes the air & artillery defenses, and an OoB of the units & leaders defending Pavlov's House itself. Doesn't not include strategy or analysis of the game. '20</p>									
Warfighter, WWII: Exp 14 Japan #1			\$16.00		New	SC		2	
<p>56-card expansion set for one nation's force, Japan in this case. This is the 1st of 2 for Japan. '20</p>									
Warfighter, WWII: Exp 15 Japan #2			\$16.00		New	SC		2	
<p>56-card expansion set for one nation's force, Japan in this case. This is the 2nd of 2 for Japan. '20</p>									
Warfighter, WWII: Exp 16 US Marines #1		142561	\$16.00		New	SC		1 6	
<p>Adds 56 cars focused on the US Marine corp during WWII. Just add these to your Warfighter decks. '20</p>									
Warfighter, WWII: Exp 17 US Marines #2		141888	\$16.00		New	SC		1 6	
<p>Adds 56 cars focused on the US Marine corp during WWII. Just add these to your Warfighter decks. '20</p>									
Warfighter, WWII: Exp 24 US Airborne Kit			\$15.00		New	SC		1 6	
<p>56 card deck adding cards specific to the US airborne forces in World War II to the game. Just mix them into your Warfighter decks. '20</p>									
Warfighter, WWII: Exp 25 German Airborne		142972	\$16.00		New	SC	OoP	1 6	
<p>56 card deck adding cards specific to the German airborne forces in World War II to the game. Just mix them into your Warfighter decks. '20</p>									
Warfighter, WWII: Exp 40 UK Airborne Kit		143118	\$16.00		New	SC	OoP	1 6	
<p>56-card deck adding cards specific to Britain's airborne forces in World War II to the game. Just mix them into your Warfighter decks. '20</p>									
Warfighter, WWII: Exp 43 Invasions Kit		141890	\$16.00		New	SC	OoP	1 6	
<p>56-card deck adding cards specific to adding beach invasions to the game. '20</p>									
<p>Decision Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime</p>									
D-Day at Omaha Beach 4th		142821	\$62.00	**	New	BC	**	4 1	
<p>4th edition (2020) reprint of this solitaire (& cooperative 2-player) game of the first day on Omaha Beach as the US 1st & 29th Inf Divs land under intense fire & struggle to form a viable beachhead. A diceless combat system emphasizes using the right weapons & tactics. Event cards punctuate the action and control German strategy (in the solo version). Two scenarios cover the first 2 hours & the fight for the high ground; the campaign covers the entire day. 352 counters, 1 map, 55 event cards. 15-30min/turn, company level, 275yd/hex. 3rd edition added updated rules & a mounted mapboard. J.Butterfield'20</p>									
Desert Fox 1940-43 Deluxe [3rd]		142826	\$89.99		New	BC		4	
<p>Boxed update of this of this acclaimed btl level game of the war in northern Africa, 1940-43, from Libya to Egypt to Tunisia & now including Algeria. Uses large movement factors, allows multiple forms of combat plus defensive reaction, specialized units, and more detailed air system. Now integrated w/ Trail of Fox, adds a new Algerian map, & revises maps & OoB. 19 years in the making. 10mi/hex 1mo/turn, rgb/rgt/div level, 6 maps o varying sizes, 560 counters. 48 event cards. R.Berg, D.Niles, S.Copley, C.Perello'19</p>									
<p>Decision Games S&T Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime</p>									
Banana Wars, Caribbean 1898-1935 #322		141843	\$29.50		New	n		4	
<p>Mag & game. Game of the US interventions & invasions in the Caribbean, 1898-1935, in what are called Banana Wars. The US interferred in other nations' affairs 50 times largely to benefit multination fruit companies, including 7 interventions of Honduras alone. The US seeks to essentially eliminate local revolts, while the nativist play seeks to spread revolte around the Caribbean. Cards provide activity points to the US actions and also historically based historical actions; card sets vary by president.. 80 counters, 55 cards. An innovative game. John Poniske'20 / ARTICLES ON: US Military Interventions in the Caribbean, 1898-34; Julian the Apostate & th Battle of Strasbourg, 357AD; Omar Pasha's Danube Campaign, Prelude to the Crimean War; Okinawa 1945; Panzer Battles on the Chir River.</p>									
Paratrooper, Great Airborne Assaults#321		139882	\$34.00		New	n		3	
<p>Mag & game. Grand tactical game of 2 key airborne assaults in Korea during the Korean War. Sukchon-Sunchon covers the Oct 1950 in which the US 187th Airborne Regt dropped behind North Korean lines to block the forces retreating north. Op Tomahawk covers the airborne assault again by the 187th as a small part of a general offensive in March 1951 that recaptured Seoul and ended at the 38th Parallel. Key dynamic is command points, which constrains what a player can do in deploying drop zones, coordinating fire & air support, and intelligence operations, with US advantaged in day & the Chinese at night. Reinforcements are generally uncertain. 600m/hex, 8hrs/turn, 176 counters. Joseph Miranda'20 / ARTICLES ON: Korean War Paratroopers; Muslim Attempts to Conquer the Mediterranean; Italian Cavalry in World War I; Bloodbath at Fort Pillow 1864; Caesar & the 10th Legion; British Intervention in Jordan 1958.</p>									
Rangers Lead the Way! Pointe du Hoc #323		142804	\$29.50		New	n		2 1	
<p>Mag & game. Solitaire, tactical-level game of the US ranger assault on Pointe du Hoc area of Normandy beachhead on D-Day thru the following day, 6-7 June 1944. Player must do better than the rangers did historically to win. Scenarios allow fighting with planned forces and landing areas rather than what happened historically. Includes the chaotic approach from the sea as well as the land battle. Area move, point-point map (1"=1/4mi), fire team & squad level, 280 counters. John Heim'20 / ARTICLES ON: Ranges at Pointe du Hoc at D-Day; Battle of Stony Point 1779; Battle of Chalons, 451AD; Battle of Tczew 1627; the Truly Great Killer, the Spanish Flu; Viking Raids; HMS Nancy in the War of 1812; Soviet Stormovik Tank Buster to Brawny Jet aircraft; UC-58 in Tagga Bay, Spy Sub 1917.</p>									
Sepoy Mutiny, 1857-8 #320		139888	\$34.99		New	n		4	
<p>Mag & game. 2-player game of the Sepoy Rebellion in India against the British, 1857-8. Uses the They Died With Boots On game system with random command activation, rebellions & events. Each side aims to secure control of the Indian subcontinent. 2mo/turn, 40mi/hex, 2-10,000men/unit, 176 counters. Joseph Miranda'19 / ARTICLES ON: Sepoy Mutiny, Great Indian Rebellion of 1857-59; Spain's Expeditions in SE North America, 1526-68; Triumph & Failure of Strategy, 1776-78; Original WIndtalkers, Chocclaws of Company E in World War I; Dogger Bank Incident of 1904; Centurions of Rome; Miscoount in the Gulf of Bomba, 1940.</p>									
<p>Decision Games S&T Quarterly (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime</p>									
Strategy & Tactics Quarterly # 8 Tet Off		140844	\$12.00		New	n		Z	

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Specific Condition, Subject, Designer, Year	Only?	Part#	Price	EA	Surcharge	Conditn	Type	Print? Incl ? Scale Plyrs
Quarterly magazine dedicated to a single historical topic of military history. This issue is focused on all aspects of northern Vietnam's Tet Offensive that caught the US entirely by surprise all across southern Vietnam early 1968. Does NOT include the map included with subscriber copies. '19								
Strategy & Tactics Quarterly #9 Am Rev		140088	\$12.00			New	n	Z
Quarterly magazine dedicated to a single, broad historical topic of military history. This issue is focused on all aspects of the American Revolution of 1775-83. '20								
Strategy & Tactics Quarterly #10 Kursk		142811	\$12.00			New	n	Z
Quarterly magazine dedicated to a single, broad historical topic of military history. This issue is focused on all aspects of the epic Summer 1943 battles around Kursk on the eastern Front during World War II on thru the fall of Berlin in May 1945. '20								
Strategy & Tactics Quarterly #11 30YrWar			\$12.00			New	n	Z
Quarterly magazine dedicated to a single, broad historical topic of military history. This issue is focused on all aspects of the Thirty Years War. '20								
Decision Gms Modern War Mag (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Block by Block, Battle of Hue 1968 #48		142469	\$29.50			New	n	3
Mag & game. 2-player game of the exceptionally bitter battle for the Vietnamese city of Hue at the height of the northern Vietnamese Tet Offensive in Feb 1968. Area-move map is centered on central Hue area totaling 5 square miles which is entirely surrounded by rivers. Both political & military considerations are modeled, with the NVA seeking to hold the city as long as possible and cause the greatest casualties while the US must retake the city without doing too much damage or taking too many casualties. Platoon-battalion level, 176 counters, 4-5days/turn. Nicholas Edwards'20 / ARTICLES ON: Battle of Hue, 1968; MiG Alley, US Air Force in the Korean War; Organizations, Tactics & Cohesion during the Iran-Iraq War, 1981-8; What If? The Chinese Invasion of Taiwan; COVID-19 & the World's Militaries; 4 Way Fight in Syria's Idlib Province; Paracel & Spratly Islands in South China Sea; Comoros, Coup Land in the Indian Ocean; Pirate Hijacking of the Maersk Alabama Cargo Ship, 2009; Seal Team Six.								
Dragon & the Hermit Kingdom #45		139912	\$29.50			New	n	4
Mag & game. Game of a hypothetical 2nd Korean War in the immediate future in which northern Korea & China press a surprise attack on the south to unify the country. Game represents a precursor to earlier game, Drag that Engulfed the Sun. Map covers Manchuria & the Korean peninsula. Unit types include land, air, air defense & cyber. 36mi/hex, brig/div level 176 counters. Eric Harvey'19 / ARTICLES ON: Geopolitics of the Western Pacific & Korea; Fire Support Bases in Vietnam; Invasion of Panama 1989, Operation Just Cause [sic]; Yom Kippur War in the Golan, 1973; Tribal Wars; Turkey's Nuclear Aspirations; Malaysian Naval Transformation, Iran Choke Point; Battle of Medina Ridge, 1990; Nex Arms Race, Hypersonic Weapons; Russian Tank Developments.								
Foreign Legion Paratroopers #46		139922	\$29.50			New	n	3
Mag & game. Solitaire game of French anti-insurgent operations in multiple, generic settings around the Africa & the Middle East. Player controls French forces while the game system controls local forces. Can be played cooperatively with other also controlling French forces. Played as missions across 1 or more small maps of unique (generic) geographic types, and individual missions can be linked into campaigns. Shows the French style fighting with minimal logistical & air support, striking fast & decisively, plus organizational elan. 12hrs-1wk/turn, 0.5-5km/hex, platoon level, 176 counters, pltn level. Joseph Miranda'20 / ARTICLES ON: Foreign Legion Paratrooper, Rapid Response Force; Warsaw Pact's History; British 29th Brigade at the Imjin River, Korea, April 1951; Rise & Fall of Isis Armor; Columbia & Venezuela, Part of Same Problem; NATO's New Joint Support & Enabling Command; North Korea's Submarine, Israel's Maritime Power; Egyptian Fishbed Fighters Over Israel's Dimona Nuclear Plant in 1967; American Withdrawal from Syria; the French Path to the Bomb, 1930-60.								
Objective Munich #49		143184	\$29.50			New	n	4
Mag & game. Second game in a planned series 5 games called 7 Days to the Rhine, each of which is stand-alone but also mateable to form a large game of World War III in central Europe. This game covers southern Germany from the Czech border to Munich in the SW corner of the map. Considers electronic warfare, refugees, air power. Victory is by geographic control. 280 counters, 4km/hex, btn/regt level, 8hrs/turn. Ty Bomba'20 / ARTICLE ON: War in Europe in the 1980s; Strategic Air Command European Operations, 1946-65; Israeli Navy from 1949-67; The US Marines & Helicopter Warfare; Mercenary Diplomacy in Mozambique; Will the US Pull Troops from Germany?; Singapore, a Poisonous Shrimp; Lessons Learned in Syria; Bob Denard, Warrior King & Pirate of the Republic [of Congo]; Airpower Evolution; Vietnam Winner, the Bicycle!; Israel's Dilemma: Begin Doctrine v Nuclear Proliferation.								
Objective Nuremberg #47		141861	\$69.00			New	n	OoP 4
Mag & game. First game in a planned series 5 games called 7 Days to the Rhine, each of which is stand-alone but also mateable to form a large game of World War III in central Europe. Soviet player pursues one of three possible strategies determined by chit draw. 2.5mi/hex, btn/regt level, with air & cyber, 8hrs/turn. 200 counters. Ty Bomba'20 / ARTICLES ON: War in Europe in the 1980s; Argentina's Failure in the Falklands War; Indo-Pakistan Naval War of 1971; Siege of An Loc, Vietnam, 1972; Nigeria's Super COIN Camps; Will Ukraine Join NATO?; China's Belt & Road Initiative; End Game in Syria?; US Tanks in Vietnam; Future Middle East War; Mossad Assassinations; USSR's Near Hypersonic KH-22 Cruise Missile.								
Decision Gms World at War Mag (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Breakout, First Panzer Army #69		138589	\$29.50			New	n	4
Mag & game. Game of the breakout of the German 1st Panzer Army in northwest Ukraine in the spring of 1944, after the Soviets enveloped it. Set in late winter, weather & ground conditions are major variables affecting movement & air support. Success often depends on each sides ability to concentrate forces including special units & artillery for key attacks, and the Soviets can be limited by their supply lines. Div/corp level, 176 counters Ty Bomba'19 / ARTICLES ON: Breakout of the German 1st Panzer Army, March-April 1944; British Pacific Fleet, 1944-5; US Army Military Police in World War II; German Annihilation War, Planning & Implementation; German Super-Heavy Tank Projects, 1941-5; Rome 1943, America's First Italian Advance; Wermacht Special Forces in World War II.								
Forgotten Pacific Battles #71		142788	\$29.50			New	n	6
Mag & game. Solitaire game using the Fire & Movement folio system covering 6 smaller island invasions in the Pacific: Engebi, Eniwetok, Parry, Guam, Tinian & Angaur. Player directs US forces in each invasion and must beat the historical US performance for all the invasions together. Individual battles can be played as a part of a campaign. Includes 2-player rules. Co/regt level, 500m/hex (Guam at 1mi/hex), 1+ day/turn, 280 counters. Eric Harvey'20 / ARTICLES ON: Weapons, Tactics & Cohesion in Pacific Battles; Crimea 1944; The US's Undeclared Naval War; the Czech Maginot Line; Germany's Declaration of War on the US; the Luftwaffe's Rapid Rise; Axis Spies.								
Great Pacific War, Plan Orange #70		141865	\$29.50			New	n	6
Mag & game. Game of the hypothetical wars that may have occurred in the Pacific Ocean during the 1920s or 1930s including the US Plan Orange. Includes air, land & naval forces. Players conduct discrete actions such combat, supply, intelligence, etc, largely on basis of control of island bases. Uses the Red Dragon Rising game system (from S&T250), also used in South Seas Campaign #18, Mare Nostrum #41. Includes historical & hypothetical forces. Victory is based on control of bases and elimination of enemy ships. Area move map of the entire Pacific Ocean. 176 counters, Joseph Miranda'19 / ARTICLES ON: War in the Pacific in the 1920-30s; Hurtgen Forest Campaign 1944; The Polish Southern Front 1939; Musilini's Military Diplomacy 1922-40; Bridging before AFV Bridging Equipment; Organization of the US Navy during the Era of the World Wars; Soviet Scorched Earth & Industrial Evacuation Policies.								
Paratrooper, Palembang & Primssole #72		142460	\$29.50			New	n	6
Mag & game. Second in a game series descended from SPI's Paratrooper in S&T 77. Covers key airborne assaults of the 20th-21st century. Games in this edition cover the Japanese paradrop at Palembang, Sumatra, Feb 1942, and the British airdrop in Sicily, July 1943. 176 counters, platoon/company level, 8hrs/turn. Joseph Miranda'20 / ARTICLES ON: Palembang, Japanese Air Assault on Sumatra, Feb 1942; Primosole Bridge, Clash of Airborne on Sicily, July 1943; Soviet Naval Operations on the Black Sea during World War II; Operation Crusader, 1941; Battle at Busa River, New Guinea, 1943; ALSIB, the Alaska-Siberian Lend-Lease Route; Axis Intervention in the Balkans, 1940; SPAM, Unlikely American Hero.								
Spring Awakening #73		142781	\$29.50			New	n	4
Mag & game. W/ 17 errata/variant counters for Peaks of the Cacauses #61. 2-player game of the last German offensive in WWII in northern Hungary, Slovakia & Austria, March-April 1945 as they attempt to protect the Lal Balaton oilfields. German prospects are poor, but to win Germans must simply best their historical performance to win. Emphasizes control of geo geography, and activation of Soviet forces. 1 scenario with a couple of what-if additions. Uses the They Died With Their Boots on game system. 1wk/turn, 18km/hex, corp level, 176 counters total. Joseph Miranda'20 / ARTICLES: Spring Awakening, the Third Reich's Last Offensive; Cost of French Pride, Destruction of Vichy Forces; Second Stumbling at Schmidt, Germany; Operation Obe, Borneo 1945; German Scharnhorst; War & Factions in the Imperial Japanese Armed Forces; Code Talkers; German Motorized Company in Ethiopia 1940-41.								
Gale Force Nine Llc (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Dune 2nd: Ixians & Tleilaxa Houses Kit		142572	\$15.00			New	FB	6 5
New kit adding 2 more houses to the base game: the Tleilau, a sophisticated race of xenophobes that aim to dominate the world, and the Ixian a race of superb manufacturers of technologies only they know how to use. These two races are mortal enemies. Does NOT increase the number of players '20								
Dune, Conquest Diplomacy & Betrayal 2nd		142571	\$42.50 **			New	FB **	6 5
Update of this unique, classic, 2-6 player game set in the world of Frank Herbert's novels about war on a distant planet. The most valuable resource in the universe is melange, a spice found only on the planet Dune that enables hyperspace travel. Interesting game with great multiplayer interaction. '19								
Games Workshop (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Warhammer Underworld Beastgrave Mantrapp			\$27.00			New	SB	1
Kit with a set of 59 cards and 6 miniatures depicting Hrothgorn's Mantrappers for the Warhammer Underworlds universe. '20								
GMT Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								

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Specific Condition, Subject, Designer, Year	Only?				Conditn	Type	Print? Incl ?	Scale Plyrs
1862, Railway Mania in Eastern Counties		143002	\$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								
1989, Dawn of Freedom 2nd		143321	\$44.00	**	New	BC	**	8
2-player game simulating the political, social & economic aspects of the period about 1989 when democratic change brought about the collapse of the Soviet Union. One player represents the USSR, and attempts to prop up the Warsaw Pact governments with things other than tanks in the streets as social pressures force change. The other player represents the western nations, the so called forces of democracy, who seek to create disorder & change which hurts the Soviet cause. 2 countersheets, 162 cards, 1 map. T.Torgerson, 2nd edition simply integrates errata into the rules. J.Matthews'20								
Battle Line Card Game 7th		142718	\$16.00		New	SB		A
6th reprint of this simple, fast playing, 2 player card game of ancient tactical combat during the time of Alexander the Great. Play is directed toward capture of opponents leader (flag) cards. Revised & enlarged from German Schotten-Totten game. R.Knizia'20								
Battle Line Medieval			\$16.00		New	SB		A M
Variation on the longstanding & highly popular Battle Line card game, here set in the Medieval world. Two opponents face off across a battle line, winning by taking control of 5 of 9 battlefields or 3 adjacent battlefields. 81 cards. Reiner Knizia'20								
Cataclysm: MOUNTED MAP w/ BOX			\$27.00		New	DC		8
Mounted map, plus a 3" doublecase box (to replace the original 2" bookcase box), for the base Cataclysm game. No other components included. '19								
Cataphract, Justinian Reconquest Rome 2d		139578	\$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. R.Berg, M.Herman'19								
Combat Commander, Pacific 2nd		142256	\$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		143248	\$18.00		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		143325	\$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		142860	\$15.00		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 2nd		141502	\$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 3rd		140554	\$25.00		New	Fo		2
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. '14								
Commands & Colors, Napoleonic 4th		143006	\$56.00	**	New	DC	**	3
2019 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'19								
Flying Colors Deluxe [3rd]		143330	\$53.00		New	BC		1
Deluxe 3rd ed Update. Integrates the Ship of the Line kit, previously sold separately, 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 individually named ships, 840 counters maps. Covers battles of Cape St. Vincent, The Nile, Copenhagen, Trafalgar, Virginia Capes & First of June. 5-10min/turn, 100m/hex. M.Nagel'20								
Flying Colors Deluxe [3rd]: Update Kit			\$23.00		New	BC		1
Kit including all the components upgraded from prior editions of the game to make a Deluxe 3rd edition including rules & playbook, 1 map, 3 countersheets, and play aid. '20								
Imperial Struggle, 2nd Hundred Years War			CALL		New	BC		6
Sold out on publication; find it in a big box store. 2-player game of the 2nd Hundred Years War, 1697-1789, the 18th century rivalry between France & Britain, 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								
Labyrinth: Forever War 2015 - ? Kit		143267	\$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								
MBT [Main Battle Tank] 2nd: 4CMBG Kit		138649	\$25.00		New	BC		2
Kit adding the Canadian forces (in the form of the 4th Mechanized Brigade) to the MBT game. Adds new countersheet, 2 dbl-sided maps & 5 new scenarios. Requires base MBT game to play. James Day'19								
Navajo Wars, 1598-1864 2nd		141695	\$42.00	**	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								
Nevsy, Teutons & Rus in Collision		142602	\$56.00	**	New	DC	**	6
Game of the clash of Teutonic & Orthodox Russian powers along the Baltic Sea in the mid-13th century. Game is about opportunism and control of trade routes on an area move map of the Baltic area. First game in the LC & Campaign series. Two player game that is suitable for solitaire. Mounted map, 137 wood pieces, 84 cards, 3 countersheets. 40days/turn, 200x300mi map dimensions. Volko Ruhnke'19								
Next War, Korea 3rd		142735	\$60.00	**	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. Btlm/rgt/div level, 1026 counters, 3.5day/turn, 7.5mi/hex. M.Land,G.Billingsley'20								
Next War: Supplement #2 Kit		140573	\$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								
Rhode Island, Battle for...		143015	\$40.00	**	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-sided map. Mark Miklos'20								
Space Empires 4x 4th		143023	\$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	\$12.00		New	DC		4
3", doublecase box, only, for this game designed to hold the mounted map & all the "stuff." '20								
Stalingrad '42		142676	\$64.99		New	BC		4

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Specific Condition, Subject, Designer, Year			Price	EA	Conditn	Type	Print?	Incl ?	Scale
				Flag					Plyrs
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 lev									
Mark Simonitch'19									
Storm Over Asia, Prequel to World at War		143341	\$72.00		New	BC			8
Prequel to GMT's World at War game, and paralleling its Gathering Storm. Covers the years prior to World War II in the Pacific that built up to war. A complete game on it own, but can also be play in tandem with Gathering Storm and 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, various cards. Modest complexity. Bruce Harper'20									
Tank Duel, Enemy in the Crosshairs		141779	\$55.00	**	New	DC	**		1 8
Card-based game for 1-8 players depicting tank-tank combat on the Eastern Front during World War II. Uses a simple, fast-paced action system. Multi-deck card-driven system with full solitaire rules. Displays reflect status of each tank & its crew. Fast playing. Many scenarios from basic engagements to elaborate, historical duels. 220 cards, 16 double-sided boards, 2.5 countersheets. Mike Bertucelli'19									
Twilight Struggle 10th & Turn Zero BUNDL			\$55.00	**	New	BC	**		8
Bundle of 2 items: (1) 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; and (2) Expansion kit that duplicates a promotional offer made in 2017 now with standard card backsides. Adds variable At-Start results that can widely vary the course of the game (and possibly imbalance it). Adds additional cards, plus revised Space Race track adding new avenues to victor '19									
Twilight Struggle, Cold War 1945-89 10th		142881	\$39.00	**	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		143343	\$65.00		New	BC			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. 120 cards, mounted map, 1 countersheet. Includes solitaire rules module. Mark Herman, Geoff Engelstein'20									
Hexasim Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
Fate of the Reiters, 5 Btls of Religion		143348	\$49.00		New	BC			3
French-produced, English-language version of this game of 5 battles from the French Wars of Religion between catholics & huguenots, 1562-1598 on a grand tactical scale. Uses the By Shot, Shock & Faith game system. Warfare was rapidly evolving during the time, so there is a great diversity of unit composition as well as weaponry. Covers the battles of Cognat, 1568; Dormans, 1575; Vimory, 1587; Auneau, 1587; and Metriex, 1587. 300m areas, 20-30min/turn, 100-500men/unit. 3 maps, 234 counters. Philippe Hardy'20									
Great War Commander: BEF Expansion Kit		143350	\$60.00		New	BC			3
Kit adding British Commonwealth forces to the game by providing a unique, 72-card deck highlighting Britain's unique advantages & disadvantages, plus 200 counters depicting infantry, leaders, tanks, weapons & aircraft. Also includes 16 scenarios and 5 double-sided maps, plus a revised rulebook. Pascal Toupy'20									
Historic-One Editions (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
Custer, Indian Wars		139167	\$55.00		New	HC		OoP	4
Box cover mildly concaved with a light crease paralleling top edge. Otherws new & unused. ■ French-produced, solitaire game with rules in English & French. Covers the 7th Cavalry under Custer in the Indian Wars of 187 to fight three of his battles: Little Bighorn, Honsinger Bluff, Washita. Area move, 3 maps, 1 countersheet. Lionel Liron'19									
Kuro Neko Workshop (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
North Kursk, Battle of...		140585	\$38.00		New	BC			4
Chinese-produced game published with Chinese & (broken) English rules. Area-move game of the battles near Oryol at the northern German pincer at Kursk, July-Aug 1943. Btl/nrgt/brig/div level, 196 counters, 40 cards, 4days/turn. (Again, publisher's use of the English language is broken and odd phrases & misspellings abound.) '19									
Legion Wargames (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
Target for Today: Axis Fighter Aircraft		140913	\$15.00		New	n		OoP	1 1
Small Kit that adds fighters from Italy, Romania & Hungary to the Target for Today game of daylight strategic bombing of Germany, and its air defenses. Includes 56 1" counters. Steve Dixon, Bob Best'20									
Target for Tonight		141167	\$65.00	**	New	BC	**	OoP	1 1
Sequel to very popular Target for Today game. Solitaire game covering Britain's nighttime strategic bombing campaign over Europe, 1942-45. Player commands individual RAF bombers on night missions in any of 12 campaigns each with individual missions. Goal is to survive your tour of duty. Mounted map, 204 counters. Steve Dixon, Bob Best'20									
Trois Batailles en Allemagne		143076	\$79.00		New	BC			3
Game bundle including 3 key battles from the Napoleonic era played at regt level. Covers the battles of Jena, Oct 1806 against the Prussians; Auerstaedt, on the same day as Jena, also against the Prussians, which together routed the Prussian army; and Le Siege de Danzig, part of the Eylau campaign, March to May 1807, involving the Russians. 250m/hex, 30min/turn, 5 maps, 560 counters. Didier Rouy'20									
Multi-Man Publishing (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
Ariete, Battle of Bir el Gubi		143045	\$25.00		New	zl			3
Game of the the British attack against the Italian defenders including the Ariete armored division near Bir el Gubi, Libya, during Operation Crusader. Uses the Tactical Combat game series. A green but well-equipped British 22nd Armoured Brigade expected to sweep aside the Italians but a swirling battle between evenly matched forces ensued. 30min/turn, 150m/hex, sections/pltn level, 8 scenarios, 280 counters. Dean Essig'20									
ASL: Instructions/Rules Book 5th		142213	\$77.00	**	New	NB	**		1
2020 reprint. ■ 4th MMP edition Reprinted system rules book in a 3-ring binder. Only change to this edition is a redesigned notebook cover & the addition of errata thru Journal #12 and the replacement pages in AP#4, Armies of Oblivion & Hakkaa Paalle incorporated. 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. '20									
ASL:Action Pack #14, Oktoberfest XXXIV		139616	\$26.00		New	Fo			2
Scenario kit including a double-sided board (12a/b) and a new board (#84), plus 12 scenarios from the summer of 1944 in France, and involving most of the forces then fighting in France. Rules and key ASL modules required to play. '19									
ASL:Croix de Guerre 2nd		142222	\$144.00	**	New	DC	**		1
Large update of ASL Module 10, which includes the complete 1939-40 French OoB, as well as equipment the Free French used later in the war. Includes maps 42 & 43, Chp A rules & Chp H historical notes, 41 scenarios total involving the French both in France and North Africa and the middle east, and also adds counters & scenarios involving the Vichy French in French African colonies. Now includes 11 countersheets. Also includes Dinant, Rommel at the Meuse historical ASL campaign game with 11 scenarios. A top-to-bottom revision. '20									
ASL:Deluxe ASL 2nd		142767	\$79.00		New	BC			2
Scenario kit including all 8 ASL Deluxe maps (A-H) from previous Streets of Fire & Hedgerow Hell kits, plus 4 maps from Winter Offensive #9 (I-L); includes all overlays published in the 1995 ASL Annual, plus 2 sheets of new overlays; four new sheets of wood & stone rubble overlays; the original 18 scenarios, play-balanced plus 20 other scenarios previously published but out of print. ASL Deluxe is standard ASL that uses 2" hexes so the stacking is not necessary. '20									
ASL:Starter Kit #1 5th		142629	\$22.00		New	BC			2
2020 reprint. ■ 2020 reprint reprint of this complete game aimed at introducing beginners to ASL thru 6 scenarios pitting US or Soviet soldiers against the Germans (focused solely on infantry). Includes 280 counters, 2 map along with tutorial style rules. 2 min/turn, 40m/hex, squad level. '20									
ASL:Starter Kit Expansion Pack #2		142641	\$30.00		New	Fo			2
Expansion kit with additional rules, counters, maps & scenarios for the Starter Kit series of games (#1-4).Includes 8 scenarios & 2 maps covering actions between Japanese army & naval forces and Australian, Indian, Filipino, Dutch & Chinese opponents on mainland Asia & on Pacific Islands, 1937-45. Rules introduce the use of regular & fanatical Chinese squads, overlays, vehicles & ordnance. Includes additional Dutch vehicles & ot nationalities previously available in only token amounts. Includes mapbs k & l. Requires ownership of all 4 Starter Sets to play all scenarios. '20									
ASL:Winter Offensive #11 2020 Bonus Pack		143053	\$20.00		New	Fo			2
Tournament scenario pack including 3 new scenarios & one map (13). Scenarios span World War II on both the European & Pacific fronts. '20									
Hungarian Rhapsody		143059	\$99.00	**	New	BC	**		4

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Game Title (& Edition or Issue #)	Game	In-Stock Part#	Cash-Basis Price EA	Ship Surchage Flag	General	Box	Out-of Errata	Game #-of
Specific Condition, Subject, Designer, Year	Only?				Conditn	Type	Print? Incl ?	Scale Plyrs
Game of the 1944 Soviet drive into Hungary (including the battle of Debrecen), and the German's desperate 1945 Konrad offensive to relieve the siege of Budapest and save 50,000 troops there. Soviet forces are powerful tank armies, 5 mech corps & 3 cavalry corps, but are operating at the limits of their logistical trail. German forces include 13 panzer divisions. Uses the OCS Operational Combat game series. Regl/Div level, 3.5days/turn, 5mi/hex. Includes 2 maps, 6 countersheets, 13 scenarios using 1 or 2 maps plus grand campaign. Stephane Acquaviva, Dean Essig'20		143303	\$39.00		New	BC		4
Last Stand, Battle for Moscow 1941-2								
3 scenario game of the climatic part of the 1941 invasion of the USSR, beginning in October, as German struggles to sustain its initiative & capture Moscow during a severe winter. Features untried Soviet units, variable victory conditions, Soviet morale, German supply, and winter! Most of all, both sides have variable victory conditions that are uncertain for part of the game. 560 counters, 1 map, 3 scenarios. M.Yamazaki'17		139016	\$49.00		New	BC		3
Monty's Gamble, Market-Garden 2nd								
Update of this game of battle for "Hell's Hiway" during Market Garden, from Eindhoven to Arnhem, based on the Storm Over Arnhem game system. Btln/rgt level, daily turns. Each turn brings tough choices to both sides. 2 countersheets. 1.5mi/inch, btln/rgt/brig level. High solitaire suitability. 2nd ed is graphically updated, and includes a Fortress Holland 1940 variant with 100 counters (reprinted from Ops Special Mag #2). 469 counters, 1 map. M.Rinella'19								
Rostov '41, Race to the Don			\$31.00		New	BC		4
Game of the daring dash by Army Group South to capture Rostov in the fall of 1941, using the Standard Combat System (SCS) game series. While the Germans succeeded, it set the stage for the Soviet's first coordinated counterattack. The Germans have limited forces stretched thin, and must move fast. The Soviets must conserve their forces for the right time to counterstrike. Includes 4 scenarios, 280 counters, 1 map. 2.5mi/hex, 3-6days/turn. Dean Essig, Lee Forester, Ray Weiss'20								
Osprey Military Books (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Undaunted, Normandy			\$29.00		New	BC		3
Deck building card game of the battles for Normandy, summer 1944. Players play US or German forces fighting a series of missions in the Normandy area of Franc. Use cards at proper times to gain initiative, improve mor or control troops' actions. Casualties remove cards from your deck. 108 cards, 18 map tiles. Fast playing. '19								
Para Bellum (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Conquest: Hundred Kingdoms HH KnightsKit		139987	\$19.00		New	FB		1
Kit including 3 minis with three stands, plus 1 command card, depicting Household Knights of the Hundred Kingdoms. These are men who have reached a high bar in battle, and charge of massed knights is a fearsome th								
Conquest: Spires Brute Drones Kit		139988	\$19.00		New	FB		1
Kit including 3 minis with three stands, plus 1 command card, depicting brute drones for the Spires. Drones are huge vat-grown warriors of muscle & aggression, with armor sealed into their bodies.								
Pegasus Spiele (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Talisman 7th, Magical Quest Game		143108	\$45.00	**	New	LB **		A 6
7th edition by our count, tho box is labeled Revised 4th Edition. Colorful perennial favorite. Fantasy adventure boardgame, with players questing for the Crown of Command. Choose one of 14 types of heroes & both cooperate and compete with other players as you travel thru peril, finally using the Crown of Command's magic to vanquish your compatriots. '19								
Revolution Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Fury at Midway [2nd]		143131	\$28.00		New	zl		4
Updated and enlarged from the Japanese game, Midway Turning the Tide in the Pacific. Primarily a game of air operations during the battle of Midway, June 1942. Players struggle with the key questions of what & when to strike, and how to defend your fleet (and for the Americans, the island of Midway). Game system adds variability to strike navigation & coordination and escort forces, which may undercut a good plan. Surface naval forces are not depicted directly. 2 maps, 72 counters, 12 cards. Yasushi Nakaguo'20								
Return to the Rock, Corregidor 1945		143129	\$23.00	**	New	zl **		4
Game of Operation Topside, Feb 1945, the American assault on Corregidor in 1945 as a largely symbolic act of recapturing the Philippines. A combined amphibious & airborne assault against a planned 600 defenders whi in fact there were 6000. 96 counters, smallest map. Charles Kibler'20								
Steve Jackson Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Classic Pocket Games Bundle			\$69.00		New	FB		A
Reprint of several once-popular but long out-of-print pocket games from the 1980s published by Steve Jackson. Games include: the Undead, Necromancer, One-Page Bulge, Raid on Iran, Kung Fu 2100 plus Awful Green Things From Outer Space. Uses the original 1980s artwork. Basically reprints, not updated versions. '20								
Illuminati 2nd: Alternative Truths Kit			\$26.00		New	SC		A M
Kit designed to expand Illuminati 2nd. Adds 122 cards plus 3 blands. Includes the New World Order cards plus Artifacts. '20								
Illuminati Bundle 3rd			\$60.00	**	New	LB **		A M
Reprint in a single bundle of the original Illuminati game plus Expansions 1, 2 & 3 (including the Bavarian Illuminati plus Orbital Mind Control Lasers). All in one big, blue cardboard box. Uses original 1980s artwork. '20								
Illuminati: Dice Pack (6), Red		140752	\$6.00		New	En OoP		A M
Set of six red marbled d6 dice with an Illuminati pyramid replacing the 1 pip side. '19								
Vae Victis Cerigo Editions Folio Gam (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Alexander Against Persia		143355	\$40.00		New	zl		3
Grand tactical game of 3 battles occurring during Alexander the Great's conquest of Persia. First in the By the Edge of the Sword game series. Covers the battles of Granicus, 334BC; Issos, 335BC; and Gaugamela, 331BC 2 maps, 432 counters, 3 scenarios with what-if variants. Frederic Bey'20								
Le Guerre de 1870		143357	\$23.00		New	Fo		4
French-produced, English-language version of this strategic-level game of the Franco-Prussian war of 1870 using an evolution of the Marshals game series. The French declare war on Prussia, fulfilling Bismarck's desire to unite the German states, but lack an offensive plan. Meanwhile, Prussia has a carefully prepared plan for mobilization and concentration that ultimately led to its victory. Area-move, 1 map, 216 counters, 3 scenarios. Laure Martin'20								
Tourcoing 1794		143358	\$23.00		New	Fo		3
(Battle of Tourcoing, 1794. No further info currently avail. '20)								
Vae Victis Cerigo Editions Vae Victis (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Second Bull Run 1862 #148		139164	\$34.00		New	n		4
Mag & Game. French-language game of military history with a complete game in each issue. Covers the Second Battle of Bull Run, 1862. Uses system previously used for Cedar Creek (#94) and Stones River (#121). 1.5hrs/turn, brig level, on a small map. '19								
Victory Point Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Dawn of the Zeds 4th: New Plyr Blues Kit		142712	\$8.99		New	Fo OoP		1 1
Kit including 13 new blue Outbreak event & fate cards, which enlarge the game's narrative & excitement. These have the zeds learning to move in new ways, causing panic & confusion. Also, a new hero is added: Bouncin Betty Bolivar. Includes 1 hero card, 9 Event, 4 Fate, 1 countersheet, 1 dossier sheet, 1 rules sheet. '19								
Wiz Kids LLC (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Warlock Dungeon Tiles I		140749	\$75.00	**	New	GB **		1
Set of 106 modular dungeon build pieces allowing players to create their own environment while including a drid layout. Includes tiles, walls, doors, pillars, stone walls, ege caps, connector clips. '20								
Worthington Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime								
Custer's Last Stand		142980	\$52.00		New	BC		3
Game of Gen George Custers final campaign, in which the overly ambitious man takes on the combined force of the Sioux Nations by accident, 1876. Covers 2 battles: Rosebud in which the Sioux stopped one column of t 7th Cavalry before the second battle, Little Bighorn, in which the Sioux annihilated Custer & his force. Double-sided map, 3 countersheets. '20								
Devil Dogs, Belleau Wood 1918		142982	\$56.00	**	New	FB ** OoP		3
Card-driven, company-level game of the key battle of Belleau Woods, 1918, during World War I. Captures the tension & high casualty rate with a largely diceless system, and emphasizes planning & issuing orders. Played with 2 player-specific 30-card decks, mounted map, 300 counters. 180m/hex. John Poiniske, John Poiniske Jr'20								

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Game Title (& Edition or Issue #)	Game Only?	In-Stock Part#	Cash-Basis Price EA	Ship Surcharges Flag	General Conditn	Box Type	Out-of Errata	Game #-of
Freeman's Farm 1777 First game in WOG's Battle Formations series which uses a card-driven system to depict formations in grand tactical, pre-modern battles. Fast-playing game that can be played solitaire. Freeman's Farm was a key part of the battle of Saratoga, 1777, that defeated a small British Army during the American Revolution, and was the first big victory the the US. Includes mounted map, wooden markers, and various cards. '20		142981	\$54.00		New	BC	OoP	3
Great Lakes, War Along the... Third in the War of 1812 game series. Covers the sharpest battles of the War of 1812 as the British defense of upper Canada against American invasion in 1814. This produced the battles of Chippawa, Lundy's Lane, Fort Erie & others. The American's has numerical superiority, having stripped the Chesapeake & Champlain areas in hopes of occupying parts of Canada before the end of the war. Uses blocks on a mounted board, with a relatively simple system. '20		142354	\$65.00	**	New	BC	**	4
Napoleon Returns 1815 Ding to one box cover corner; otherws new & shrinkwrapped. ■ 2-3 player, block-style, strategic-evel game of the 1815 campaign that ended at Waterloo. Units are corps that consist of varying mixes of inf, cav & artil, and varying degrees of fatigue. Very low unit density makes for a fast moving, more accessible game. Uses concepts from prior Napoleon & We the People game series. Includes mounted map, wooden blocks, cards. For 2-3 players. '20		142985	\$49.00		< New	FB		4 3
Philadelphia 1777 Block-series game of the campaign surrounding Philadelphia in 1777 which included the battles of Brandywine, Paoli, Germantown and Valley Forge. Follows up prior games of New York 1776, Trenton 1776 & Saratoga 1777. Players have limited ability to activate their units each turn. Includes wooden pieces.'20			\$53.00		New	FB		3
Shiloh, April 6-7, 1862 Second game in the series of American Civil War brigade-level battles. Designed to allow play of large battles in 3-5 hours. Covers the battle of Shiloh, 1862. 4 countersheets. '20		142979	\$54.00	**	New	FB	** OoP	4
Stalingrad Besieged Area-level game of the battle for Stalingrad, Fall 1942. Game includes sets of counters, blocks or cards that are redundant and provide the players the choice of medium. Also includes event cards. Goal is to gain control o two ferry landings and the tank factory. Can be played solitaire. Fast playing. Wooden blocks, cointersheets, card deck, simple. Lew Pulsipher'20		141148	\$42.00		New	FB	OoP	4
Struggle for Europe 1939-45 Lighter, 2-player, card-driven game of World War II in Europe that plays quickly. Point-point movement with hidden army strengths, and cars that provide command choices available in this diceless system. Goal is to accumulate points for capturing geographic locations. Card deck quality changes over time, as better cards are added to the Allied decks during reshuffles. 120 cards, countersheet, mounted map. Fast playing. '20		141147	\$56.00	**	New	FB	** OoP	6
Tranquility Base [2nd] Redesigned, 2nd edition of previously published Moonshot, the Game. Colorful & educational game of the US space program from the Mercury thru Apollo programs. For 1-4 players, can be played solitaire. Fast playing. Uses remaster NASA photos. Expanded to include new missions, history, wild & instant cards. Van Overbay'20		142984	\$59.00	**	New	FB	**	A
Victoria Cross II Deluxe [3rd] Remake of this colorful, block-style, area move game of the battle of Rorke's Drift, & now including Isandlwana, during the British campaign against the Zulus, 1879. Mid-level tactical, with counters representing individual leaders & small groups of foot soldiers, and 2" long Zulu counters, each neatly illustrated with colorful artwork. Fast playing & suitable both to beginners & experienced players. Excellent solitaire playability with rules allowii the player to play the British. This edition has a double-sided mounted map (one side Rorke's Drift, the other Isandlwana). '20		142353	\$65.00	**	New	FB	**	3

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