

Fine Games' Retirement Liquidation Sale #16 - All New Mag-Games Gotta GO!

Before you begin shopping, is this date current? If not, download an up-to-date catalog.

All Our Remaining New Mag-Games Priced to GO !

www.FineGames.com/retirement.htm



Fine Games, 2078 Madrona St., North Bend, OR 97459-2143 USA email: M.Dean@FineGames.com 541-756-4711 10am-9pm PST

In our **16th Retirement Liquidation Sale**, we begin the final push to find good homes for our remaining inventory. We are now in Fire-Sale land. This sale includes all NEW magazines with games (**S&T, World at War, Modern War, Against the Odds**, etc), plus a handful of MINT ones as well. Discounts begin at 10%, and go **up to 35%** off of our already heavily discounted normal selling prices. And you get the better of the discounted price or our Liquidation Price if you buy 8 or more items. Effective discount off list can easily be well above 50%.

103 mag-games are included. These are part of what made us unique as a business, so it is the beginning of the end.

The structure of this sale differs from prior Retirement Sales. Our reference price is **Fine Games' normal selling price**, which are heavily discounted in proportion to how many items from this sale you order. We offer a comprehensive spreadsheet shopping tool which, while optional, should help you make short work of shopping among the 103 available. You can calculate an order total all on your own !

This sale ends promptly at **11.59pm on Monday, 6 May**. That's 17 days from now. Best get busy! If you are not receiving this offer directly, subscribe by emailing us with your contact info (Name, Address, Phone# and email).

Finally, be aware that I continue thinning my own personal collection of games. As I progress, surplus games appear in our catalogs. This includes a boat load of rare or obscure games from the early days of our hobby (1960s-70s), including a half dozen Poultron Press games.

Retirement Liquidation Sale offer includes these rules of the game:

- This deal expires after Monday, May 6, 2024 (11:59pm)**. Your order **MUST** be placed and confirmed before then, and paid soon thereafter. **We reserve items for you only after you confirm an order and tell us how you intend to pay.**
- Reference price for all items in this sale is Fine Games' normal selling price. This is then discounted according to how many items from this sale you purchase, with a few limits.** We strongly urge you to download our comprehensive spreadsheet tool that complements this catalog. With this spreadsheet, you can accomplish all aspects of shopping, reading the same descriptive material there, selecting a quantity, and immediately seeing the discount you and net price for each item, and the net total for the entire order including shipping. Pretty slick if I do say so myself.
- Please communicate your order to us by including each items' (1) part# (2) title and (3) price.** For example,

part# 123456	D-Day at Fine Games	\$10.00
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You find it convenient to simply **send us your completed spreadsheet**, saved with your name as part of the file name, for us to transcribe. We have included an "Original Line Item #" to help us communicate the items you are interested in. Include that.

Second, please include the total number of items you are ordering, and both the total net merchandise total, and the calculated order total including shipping. Don't have these added figures, no worries; we'll calculate them here. In addition, **please confirm your current address & phone, and tell us how you intend to pay for your order.**

- If all and all of this info is included with your order, and you plainly state that you are ordering the items you've listed, we will immediately reserve what is available for you.** Since we have only one copy of most items on sale here, it is vital that you provide complete order info from the get-go. Otherwise we will not be able to reserve things for you, leaving your selected items available for sale to others.
- Normal ordering, payment, and customer care terms apply. Prices here are stated on a cash-basis;** expect to pay 3.75% more if you pay on a non-cash basis (i.e. where we don't receive 100% of the proceeds: PayPal & credit cards). Send PayPal payments to **PayPal@FineGames.com**.
- Shipping will generally be charged on the basis of tiered flat rates.** (Foreign shipments will continue to be charged on a weight-based basis as always.) Since all sale items are unboxed magazines, ONE items ships for \$9, up to FOUR ship for \$11, and up to about TWELVE for \$17; beyond that, shipping price will be quoted based on the shipping chart that follows.

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Detailed Explanation of Discount Structure for this Retirement Sale

Here are the details on the discount structure for this sale. They are not complicated, but we urge you to use our **spreadsheet shopping tool** so you don't have to do the calculations yourself. Just select one or more items of interest, and all calculations up to a projected order total with shipping, are made for you immediately & automatically. [Download here](#)

Note that our **Spreadsheet Tool** is a XSLM macro-enabled file. There is only a single macros included, and it provides a simple means of clearing all quantities ordered so you can start afresh. We assure you the file is harmless.

Also, our listings are presented within what Excel calls a data table. You you can use the little buttons at the top of each column to sort or select automatically if you wish.

Now, the Rules:

1. Discounts are taken off Fine Games' normal selling price. **Discounts start at 10%** if you order just a single item, and **top out at 35%** if you order 16 items or more. Only the first \$40 of an item price is subject to discount, and the maximum discount per-item is \$14 (35% of \$40).

# Items Order	Discount%	# Items Ordered	Discount%	# Items Ordered	Discount%
1	10%	6	22%	12	30%
2	13%	7	23%	13	31%
3	17%	8	25%	14	32%
4	20%	9	26%	15	33%
5	21%	10	27%	16 or	35%
		11	28%	more	

Remember, the **discount is off Fine Games' normal selling prices**, already discounted from List Price. A typical mag-game listed at \$49.99 we normally sell for \$37.50. Order 4 such mags, receive a 20% discount on each. So $(4 \times \$37.50 \times 80\%) = \120 , or 40% off of List Price.

2. If you order 8 or more items, we give you the lower of (1) the discount as above, or (2) our liquidation price. You get the best of both worlds, and won't pay more than what you've seen in prior sales. Note that not all items have a liquidation price.
3. At 8 items, you are basically buying these mag-games at our own cost. Beyond 8 items, you're buying them below our own cost.
4. **Maximum of a quantity of ONE (1) of each item, per customer.** Also, we reserve the right to limit purchase quantities to 16 early on in this sale when things are busy.
5. Nearly all items are available in a quantity of one-only, total. So you'd best act fast if you want to get all the items you want.
6. Because of the confusion & chaos that would result if we did not impose this limit, we will reserve items for you **ONLY** if complete order details are provided: (1) explicit confirmation of an order, (2) specific instructions of how you wish to pay, and (3) your current home address & phone # if you've moved recently or haven't ordered in more than a year.
7. Make things easy by using our Spreadsheet Shopping Tool for this sale. [Download here](#)

Fine Games' domestic shipping rates apply to this sale. The primary change from our normal terms is that orders requiring UPS shipment will be assessed shipping charges based on shipping weight. Shipping weight is the greater of physical or dimensional weight. Rates here reflect seasonal peak increases for USPS.

Fine Games Domestic Shipping Rates					
Rates Effective	22-Jan-24		Last Updated	24-Jan-24	
USPS Domestic Weight-Based Shipping Rates & Options					
(pounds)	Media Mail	Gnd Advntg	Priority Mail	UPS ground	Express
Weight	< definition >	3-5 Days	2-3 Days	2-8 days	1-2 Days
Envelope Flat Rate >	n/a	n/a	\$9.00 any 1 item, \$11.00 2+ items	n/a	\$33.10
Legal Flat Rate >	n/a	n/a	\$11.72	n/a	n/a
Medium Flat Rate Box >	n/a	n/a	\$17 for 1 boxed item (& as many unboxed items as will fit)	n/a	n/a
< 1.0	n/a	\$8.00 15.9oz max	n/a	n/a	n/a
1	\$6.93	\$17.36	\$17 for 1 boxed item; \$23 otherwise	\$23.00	\$54.25
2	\$8.20	\$18.87		\$23.00	\$61.19
3	\$9.37	\$20.51	\$23.00	\$26.00	\$67.63
4	\$10.73	\$21.61	\$27.07	\$26.00	\$75.01
5	\$12.01	\$22.61	\$30.95	\$30.18	\$82.48
6	\$13.28	\$23.61	\$39.34	\$30.19	\$89.71
7	\$14.55	\$24.75	\$42.34	\$31.05	\$97.39
8	\$15.84	\$25.89	\$45.08	\$32.09	\$104.87
9	\$17.13	\$27.05	\$47.73	\$33.16	\$113.03
10	\$18.42	\$28.21	\$50.43	\$35.13	\$120.76
11	n/a	\$35.41	\$56.72	\$43.53	\$130.47
12	n/a	\$36.56	\$59.54	\$44.68	\$135.84
13	n/a	\$37.72	\$62.14	\$46.18	\$141.26
14	n/a	\$38.88	\$65.12	\$48.82	\$146.99
15	n/a	\$40.02	\$67.66	\$50.44	\$152.61
16	n/a	\$41.13	\$71.86	\$52.05	\$158.60
17	n/a	\$41.97	\$74.62	\$52.27	\$164.70
18	n/a	\$42.91	\$77.64	\$55.26	\$169.90
19	n/a	\$43.82	\$80.11	\$57.29	\$175.40
20	n/a	\$46.22	\$82.89	\$58.83	\$181.00
21	n/a	\$54.56	\$90.55	\$60.21	\$190.70
22	n/a	\$60.17	\$95.15	\$62.24	\$197.35
23	n/a	\$67.36	\$99.78	\$64.15	\$204.00
24	n/a	\$76.13	\$104.46	\$67.03	\$211.75
25	n/a	\$83.80	\$109.18	\$68.66	\$218.40

We will quote costs per a specific order using the least-cost method. Contact us for rates for 26# or more. Note that both dimensional weight and packaging weight must be considered to arrive at the final weight to be charged, and that surcharges for rural zip codes still apply in addition to the prices stated here.

In general, we will estimate shipping weight and shipping charges at the time of your order. After shipment, if there is a significant discrepancy between estimated and actual shipping weight, you will be credited or debited as appropriate to reconcile to actual shipping weight as assessed by the carrier (generally UPS).

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Decision Games S&T Games (DecS T)

<http://www.decisiongames.com>

Listed in order of DEscending Issue #

151417	Carolingian Twilight #342 (w/ Mag)	n	New	Out-of-Print	0.9	1	\$49.99	\$37.50	
<p>Last copy. ■ Mag & game. Strategic level, 2-6 player, area-move game of the decline of the Carolingian Empire of Charlemagne in the 9th century AD. After his death, his empire was divided among his sons and civil war broke out. 10 Scenarios depict individual divisions & conflicts with the empire. Goal is to reunite the empire under one leader. France & other foreign powers may intervene, and Vikings may raid anywhere in Europe. Uses strategem chits that act as events or special abilities. Includes diplomacy, and loss of a leader brings that player back as controller of a secondary force. For 2-6 players, 280 counters, 1inch/75mi, 1yr/turn. Brendan Whyte'23 / ARTICLES ON: Carolingian Civil War in 9th Century; Battle of Narawi, Philippines, 2017; World War I in East Africa; Seminole Wars 1817-58; Flying Circuses Over the Front in World War I; Venezuela Update; Russian Mine Warfare in Ukraine; Time for an Asia-Pacific NATO?; Pompey the Great; Chinese Air Force's OPFOR; Operation Countenance, Iran Aug 1941; Chinese PLA Exampaning Noncommissioned Officer Corps.</p>									
151302	Return to Europe #341 (w/ Mag)	n	New		0.9	1	\$49.99	\$37.50	
<p>Last copy. ■ Mag & game. Game of the western Allies invasion of Sicily & mainland Italy in July- Nov 1943. Uses the Desert Fox game system. Victory hinges on control of two key ports in Sicily, or effective control of southern Italy. Both sides intended this theater as a sideshow, the Allies to knock Italy out of the war and Germans to simply delay the Allied advance. Wide range of unit types, each with special abilities, and an effective supply network is essential. 280 counters, Regt/Brig level, 1mo/turn (with multiple impulses). Sicily scenario w/ optional rules must be downloaded from publisher's site. Chris Perello'23 / ARTICLES ON: Sicily & the Invasion of Italy, 1943; Creek Indian War, 1813-4; Rome, Masters of the Sea; Second Korean War, 1966-69; Austro-Hungary's Imperial Suicide; Israeli Strike on Iran Likely; Tigray Update; Return of Russia's 1st Guards Tank Army; Taiwan Strategic Ambiguity is Questioned; Brief History of the Clatrop; Battle of Annual, July 1921, Morocco; China's Air Warfare Center.</p>									
151088	Mediterranean Empires 1281-1350 #330 (w/ Mag)	n	New		0.9	1	\$49.99	\$37.50	
<p>Last copy. ■ Mag & Game. Simpler, area-move game of the struggles for control of the western & central Mediterranean Sea, 1281-1350, between two French factions, Anjou v Aragon, aided by numerous small kingdoms, the Papal States, & Spain. Includes simple economic & diplomatic systems (tho this is a 2 player game) to raise armies or navies or foment rebellion. 10yrs/turn, 176 counters. Map covers the Med from Italy to eastern Spain & northern Africa. Javier Romero'21 / ARTICLES ON: Struggle for the Mediterranean in the Middle Ages; Battle of Coletto Creek, Mar 1836, during the Texas Revolution; Marine Leadership at Chosin, Korea, 1950; Battle for East Prussia: Tanneberg & Masurian Lakes, 1914; the AEF & the Spanish Influenza Pandemic of 1918-19; Battle of Stoke Lane, Last Battle of the Wars of the Roses; Yemeni Anti-Ship Attacks & US Reactions; the Adventure of the Eritrea, an Italian gunboat in East Africa.</p>									
151085	Fight the Fall #324 (w/ Mag)	n	New	Out-of-Print	0.9	1	\$49.99	\$35.00	\$29.00
<p>Last copy. ■ Mag & game. 2-player game of two battles between the Goths, Vandals & Romans after the Goths crossed the Danube, Faesulae 405AD, and Belisarius reconquers N Africa, Tricamerum 533. Uses the Alesia game system emphasizing command control & qualitative factors in battle. 176 counters, 100yd/hex, 2 scenarios per battle. Joseph Miranda'20 / ARTICLES ON: Roman Military in the Era of Theodosius, Alaric & Flavius Stilicho, 378-410AD; Gunpower Weapons of the War of the Roses; Apache Wars, 1849-86; Air-Air Helicopter Combat; Mortal Wounding of the Royal Divine Right; Battle of Manupur, India, 1748; WWI's Macedonian Front; Battle of Montebello 1859; Ukranian Underground Army 1943.</p>									
151178	Rangers Lead the Way! Pointe du Hoc #323 (w/ Mag)	n	New		0.9	1	\$49.99	\$37.50	
<p>Last copy. ■ Mag & game. Solitaire, tactical-level game of the US ranger assault on Pointe du Hoc area of Normany 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 Ponte 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>									
145840	Paratrooper, Great Airborne Assaults#321 (w/ Mag)	n	New		0.9	1	\$49.99	\$37.50	\$30.00
<p>Last copy. ■ 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>									
150045	Moscow, Advance Army Group Center #317 (w/ Mag)	n	New		0.9	1	\$49.99	\$37.50	
<p>Last copy. ■ Mag & game. Operational level game of the German drive on Moscow from October 1941 - Jan 1942 using the Leningrad 3rd game system, itself evolved from the popular PanzerGruppe Guderian system. Includes untried Soviet units, abstracted air power, weather, overrun, Soviet fortification. 30mi/hex, 1wk/turn, brig/div level, 176 counters. Eric Harvey'19 / ARTICLES ON: Moscow 1941, Turning the Tide of Barbarossa; First Sino-Japanese War, 1894; Bleeding Kansas, Kansas-Nebraska Act to Statehood; Battle of Malplaquet, 1709, during the War of Spanish Succession; Halifax Explosion of 1917; Farm Fences & the Battle of Gettysburg, 1863.</p>									
130458	Cold War Hot Armor: Vietnam #307 (w/ Mag)	n	New	Out-of-Print	0.9	1	\$49.99	\$25.00	\$17.50
<p>Last copy. ■ Mag & game. 2-player, low level tactical game of armored combat between various combatants during the Cold War era, in this case Vietnam 1954-75. First of a new game series. Emphasis on command control, combined arms & technology. 228 counters, sqd/pltn level. Includes 9 scenarios spanning the years from French involvement in 1954 thru the collapse of southern Vietnam in 1975, including the fantasy what-if of a US invasion of Laos to cut the NVA supply line directly. Additional optional rules can be downloaded. Joseph Miranda'17 / ARTICLES ON: AFVs in the Vietnamese Wars; the Third Punic War, 149BC; Siege of Santa Fe 1680; First Anglo-Afghan War 1839; Leyte Gulf.</p>									

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134800	Agricola #306 (w/ Mag)	n	New	Out-of-Print	0.9	1	\$49.99	\$32.50	\$20.00	
Last copy. ■ Mag & game. Game of the campaign waged by the Roman governer of Britain, Agricola, 82-84AD, to conquer northern Britain & Scotland. Goal for both sides is physical occupation of localities, destruction of opposing leaders & units. Uses the strategem system of prior Trajan series. 140 counters, 10mi/hex. Joseph Miranda'17 / ARTICLES ON: Agricola, the Roman Conquest of northern Britain, 78-85AD; Asymmetric Warfare & Modern Insurgencies; Battle of Kircholm 1605; Shiloh Campaign, 1862; US Army in WWI; Bren Universal Carrier; Lafayette Escadrille at Verdun; USS Herbert Thomas (destroyer).										
115036	Korean War Battles #296 (w/ Mag)	n	New	Out-of-Print	0.9	1		\$45.00	\$35.00	
Last copy. ■ Mag & game. Includes 2 errata counters for Meuse-Argonne, 6 markers for Naktong Bulge. Game is an operational level treatment of 3 battles from the Korean War in 1950: holding action at the Pusan Perimeter (Sept); invasion at Inchon & the capture of Seoul (Sept); and the surprise attack at & withdrawal from Chosin (Dec). Can be mated with Naktong Bulge game to allow the full campaign of Aug-Sept. Uses the Fire & Movement game system. Btlm/rgt/brig level, variable time & distance scales per game. 280 counters. E.Harvey'15 / ARTICLES ON: Armies of the Korean War; the Kieve Operation, 1920; Roman Army in the Era of Julius Caesar; Haitian Revolution, 1791-1803; Other Slave Revolts in the Carribbean, 1733-60; Heros & Poets in the Ancient World; Bicycles at War; Namibia, Apartheid Aborted.										
112908	Gates of Vienna, Europe 1683 #295 (w/ Mag)	n	New	Out-of-Print	0.9	1		\$49.00	\$40.00	
Last copy. ■ Mag & Game. 2 player game of the pivotal 1683 Ottoman siege of Vienna that threatened the whole of Europe. A multi-national Christian force turned the Ottoman's back. Based on the Red Dragon game system, with alternating phases allowing only a single action at a time. 1mo/turn, Army wing level, 12mi/hex, 228 counters. J.Miranda'15 / ARTICLES ON: At the Gates of Vienna, 1683; Battle of Germantown, 1777; Greyhound v Tiger at St Vith, 1944; the Catalan Grand Company, 14th Century eastern Europe; Ambush on Blachorse Convoy, Vietnam 1966; Flavius Josephus; Declaration of Paris and the American Civil War; House at St Bausant; India v pirates.										
137515	Austrian Succession, War of the... #289 (w/ Mag)	n	New	Out-of-Print	0.9	1		\$32.50	\$25.00	
Last copy. ■ Mag & game. Cover's Frederick the Great's first military campaign, the First Silesian War of 1740-42, which also marked the War of Austrian Succession involving all of Europe. Two sides (Prussians v Austria & the Hapsburgs duke it out in central Europe. Period-style map centered on Austria & Hungary. 7.5mi/hex, Brig level, 1-2mo/turn. J.Miranda, E.Harvey'14 / ARTICLES ON: War of Aurtrian Succession; America's Road to Civil War analysis; Fall of Cherbourg, 1944; Myanmar's (Burma's) Insurgency; Alexander the Great's Nemesis, Memnon of Rhodes; Russians & French in northern Italy 1799; Russian's Guards Attack During Brusilov Offensive 1916; CDAA Radio Triangulation Systems after WW2.										
128412	Hindenburg's War #288 (w/ Mag)	n	New		1.2	1	\$49.99	\$38.00	\$29.00	
Last copy. ■ Mag & game, special edition. Strategic level, 2 player game of fighting on the Western Front during the final year of World War I, beginning with the initial German offensive in March & ending with the armistice in November. 15km/hex, 15days/turn, brig/div level. 456 counters, 2 maps. T.Bomba'14 / ARTICLES ON: The Last Year of World War I in the West, 1918; the Schlieffen Plan, Blueprint for Victory or Myth?; East Timor, 480 Yrs to Freedom; War of the Cities, the Thirteen Years War, 1454; the Battle of Avai, 1868; Cannae, Unanswered Questions; Spanish Galleons; US Navy's Automatic Big Guns; High Altitude Planes during the Cold War.										
148094	Sparta vs. Athens #286 (w/ Mag)	n	New	Out-of-Print	0.9	1		\$32.50	\$26.00	
Last copy. ■ Mag & game. Game is a strategic-level study of the Peloponnesian War, 431-400BC, using a point-point style map. Emphasis is on leadership. Both land & naval strength is important, as is the ability to mount sieges and the unique, coalition-style city-state structure of Greece at the time. 1 scenario for the Archidamian War, plus the full campaign game. 1yr/turn (with 4 seasonal phases); 1"/18mi, 280 counters, 300-3000men/counter. T.Garland'14 / ARTICLES ON: the Peloponnesian War; Napoleon's Naval Strategy; Doughboys on the Marne, 1918; Pakistan's War Against the Taliban; the Siege of Saucy Castle, 1204; the battle of Fraustadt, 1706; Charge of the Royal Savoia [Italian Cavalry in the USSR]; the war on Mindanao, Indonesia 1972-75.										
134123	Duel on the Steppe, Operation Star #285 (w/ Mag)	n	New		0.9	1	\$39.99	\$25.00	\$17.50	
Last copy. ■ Mag & game. Game of the Soviet 1943 winter offensives, Operations Star & Gallop, as they use their numerical advantage against some of the best units the Germans fielded in the aftermath of Stalingrad. Focus on the area between the Donets & Dnepr Rivers. 2 scenarios: the Soviet attack, & the German Backhand Blow. Uses the Sedan 1940 & Tobruk game system. 228 counters, 6.5mi/hex, Div/corp level. P.Youde'13 / ARTICLES ON: Duel in the Steppe, Soviet Star & Gallop Offensives, Jan-Feb 1943; Alcohol, the Alamo & the Texas War for Independence, 1835-36; Battle of Dorostolon, Byzantium Confronts the Rus, July 971AD; M16 & M60 in Vietnam; Alexander's Successors, War in Iraq 311-309BC; Marlborough, Flanders, Fodder & Fame; Pedregal; Coastwatchers in the Pacific in WWII; Suez 1956.										
135347	Soldiers, Decision in the Trenches #280 (w/ Mag)	n	New	Out-of-Print	0.9	1	\$39.99	\$22.00	\$14.00	
Last copy. ■ Mag & game. Simpler game of the US 1st Inf attacks into thinly-held German-held lines toward the end of World War I (1918) in multiple scenarios. Not truly historical, rather representative of actions during this time. 5-10min/turn, 25yd/hex, pltn or single machine gun level; fast playing. 124 counters. T.Bomba'13 / ARTICLES ON: Soldiers, the American offensive in France, 1918; US military's attack helicopter doctrinal controversy; the Jewish Revolt, 66-73AD; America's Gibraltar: West Point in the American Revolution, 1775-83; media review; Nung Tri Cao & rebellion against the Chinese in the 11th Century; US 8" Howitzer; Encirclement & Threat Perception in Asia; Sherman at Shiloh; Huaihai Campaign that concluded the Chinese Revolution, 1948-9.										
136132	Operation Anaconda, Afghanistn 2002 #276 (w/ Mag)	n	New		0.9	2	\$39.99	\$27.50	\$15.00	
■ Mag & game. Grand tactical game of a key battle between US-led forces & those of the Taliban & Al Qaeda in the Shahi-Kot Valley & mountains of eastern Afghanistan, mid-March 2002. Allied forces attempt to surround & destroy Taliban forces and capture bases & Bin Laden, but poor command control stopped that. Uses the They Died With Boots On game system, with each sub command operating independently based on chit pull. Platoon level, 248 counters. Curiously, the one side is consistently called Al Qaeda tho most fighters were Afghani Taliban, and the two are not the same thing. J.Miranda'12 / ARTICLES ON: Operation Anaconda, battle in Afghanistan 2002 & designer's notes; analysis of the US M4 Sherman Tank; massacre at Teutoburg 9AD; settlement dark & bloody, a history of the Cherokee Wars 1654-1865; Model 1895 Mannlicher Rifle; lifting the blockade at the end of the American Civil War; origin of the modern combat helmet; trooper Billy Sing, Gallipoli sniper.										
95418	Julian, Triumph Before the Storm #266 (w/ Mag)	n	New	Out-of-Print	0.9	1		\$38.00		
Last copy. ■ Mag & Game. Strategic level, hex-based game of the Roman Empire defending its boundaries thruout Europe, the Middle East & N.Africa against a unified Barbarian opposition in the 4th century AD. Game system based on They Died With Boots on system. 100mi/hex, 10-30k men/unit, 1yr/turn. J.Miranda'10 / ARTICLES ON Emperor Julian; Lessons from btl of Camden 1780; B-58 bomber; Operation Redwing; Sole Female Admiral; Last Wooden Frigates; Reagan's 'War on Terror'; 8pgs of feedback forms. '10										

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Fine Games, 2078 Madrona St., North Bend, OR 97459-2143 USA. email: M.Dean@FineGames.com ph. 541-756-4711 10am-9pm PST

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93669	Frederick's War, Austrian Sucession #262 (w/ Mag)	n	New	1.0	9	\$39.99	\$19.00	\$10.00
<p>■ Mag & Game. Game is a 2-4 player contest, each striving for dominance in all of central Europe between 1741-8. Uses the 1066 & Hannibal's War system. Played on an odd map where geography is bent to a system of squares. 1yr/turn, 2500-10,000men/unit, 50mi/square. 2 scenarios & campaign. J.Miranda'10 / ARTICLES ON: Frederick the Great's war of Austrian Succession, 1940-8; the rescue of Mussolini (plus Skorzeny & other Wermacht special ops; Italian TF Nibbio in Afghanistan, 2002 on; Russians at Lake Narotch 1916; the Algerian insurgency & end of French Empire; battle of Kosovo, 1389.</p>								
90908	Black Prince, Crecy & Navarette #260 (w/ Mag)	n	New	0.9	1		\$25.00	\$17.50
<p>Last copy. ■ Mag & Game. Two key battles from the time of the English king known as the Black Prince late in the Medieval period. Navarette covers the Apr 1347 battle during the 100 Years War between the English & the French & their Castilian allies. 50yd/hex, 500men/counter, 20min turn. Crecy covers the 1346 battle in which the French mounted knights prove the cost of arrogance in the face of lowly archers. 80yd/hex, 500men/unit, 40min/turn. / ARTICLES ON: the Black Prince & medieval warfare; Issues in designing tactical pre-modern wargames; the Arab Legion in WW2 & the first Arab-Israeli War; Central Powers offensive at Caporetto, Italy, 1917; Military evolution in 16th & 17th Centuries & 30 Years War. '09</p>								
90431	China, Battle for... 4th #259 (w/ Mag)	n	New	0.8	1	\$39.99	\$29.00	\$22.50
<p>Last copy. ■ Mag & Game. 4th edition of this game of Japan's attempt to conquer China, 1937-41, using an color area map of china & 280 die cut color counters. Third player can be added for Communist forces A decent, large scale treatment of this complex campaign. B.Train'09 / ARTICLES ON: Japan in China, 1937-41; Roman leader Crasus, 1st century BC; Dien Bien Phu, decisive btl of 1st Indochina War, 1954; & of course many ads.</p>								
89166	Chosin, X Corp Escapes the Trap #257 (w/ Mag)	n	New	Out-of-Print	1.0		\$35.00	
<p>Last copy. ■ Mag & Game. w/ errata & errata counters for Guantlet (46). Game of campaign in northeastern Korea late in 1950 as the Chinese surprise & attack the US X Corp near the Yalu River, covering the entire campaign. Uses the Gauntlet game system, and can be mated with that game to cover the entire 1950 Chinese offensive. Material in this game can be retrofitted to Guantlet. J.Miranda'09 / ARTICLES ON: The Chosin Campaign in Korea, 1950; Von Richthofen, the Red Baron, in WW1; Air Raid at Taranto, 1940; Patriots & Loyalists in Lower Canada, 1837-38.</p>								
88441	Marlborough's BtIs, Ramillies etc #256 (w/ Mag)	n	New	Out-of-Print	0.9		\$27.50	\$20.00
<p>Last copy ■ Mag & Game. Moderate complexity, tactical level game of 2 of the Duke of Marlborough's key battles, Ramillies & Malplaquet, during the War of Spanish Succession. These battles marked the emergence of infantry as a shock weapon via the bayonet. 225yd/hex, 1-3k men/unit. R.Berg'09 / ARTICLES ON: Marlborough's victories in the War of Spanish Succession, 1704-8; the Battle of Britain, 1940; Operation Anaconda & the hunt for Osama bin Ladin; book reviews, & lots of ads.</p>								
87826	First Air Battle Over Britain #255 (w/ Mag)	n	Like New	0.9	1	\$39.99	\$22.00	\$17.50
<p>Vertical crease near spine on mag cover due to poor storage; otherwise new & unused & clean. Last copy. ■ Mag & Game. w/ err counter for Nine Navies War (1). Game of the German zeppelin bombing offensive against S Britain late in WW1. Germans seek to inflict morale damage on SE Britain. Flight/Sqdrn level. 5mi/hex, 1mo or 20min/turn. 3 scenarios. J.Miranda'09 / ARTICLES ON First Btl of Britain; Antipater, defender of Alex the Great's throne & legacy; 2 terrible days in the Am Civil War, btIs of Sand Creek & Franklin; the Colombian battalion in the Korean War.</p>								
85303	Cobra, the Normandy Campaign 3rd #251 (w/ Mag)	n	New	Out-of-Print	1.2		\$42.50	\$30.00
<p>Last copy. ■ Mag & Game. Variant counters for Vinegar Joes War #227 (7); Sealords #243 (10); Winged Horse #239 (180); Twilight of the Ottomans #241 (83). Double sized issue w/ articles on the battle for Normandy from D-Day thru the Falaise Gap; Israeli air force 1948-present; history of China since the bronze age. COBRA is a 2-map, rgt/brig level game of the battle for Normandy from D-Day to the Falaise Gap. Based on earlier SPI game of the name but heavily revised. Scenarios cover the build-up phase and Op Cobra; campaign game covers 6June-23Aug. 3day/turn, 2mi/hex, 280 counters (560 total). B.Hessel, J.Youst'08 / ARTICLES ON: Battle for Normandy, D-Day to Falaise Gap; Military History of China, bronze age to present; Braddock's Defeat, 1759; Ekranoplane, monster of the Caspian; History of the Israeli airforce.</p>								
85905	First Blood, Second Marne 1918 #248 (w/ Mag)	n	New	1.0	1	\$39.99	\$19.00	\$13.00
<p>Last copy. ■ Mag & Game. Tactical level combat between the American Expeditionary Force and German strosstrupen at the Second Marne, July 1918, near Chateau Thierry in the last of the German's offensives of the year. 15-45min/turn, 100yd/hex. T.Bomba'08 Mag contains ARTICLES ON: US 3rd Inf at the Marne 1918; Alex the Great in Afghanistan; Eugene in Hungary 1716. Plus all those ads.</p>								
82337	Triple Alliance War #245 (w/ Mag)	n	New	Out-of-Print	1.0	\$24.00	\$22.50	\$15.00
<p>Last copy ■ Mag & Game. Paraguay takes on an alliance of Brazil, Argentina & Uruguay in a bloody S.American war, 1865-8. Strategic level, 25km/hex, brig/div level, 6mo/turn. J.Romero'07. ARTICLES ON: the Triple Alliance War; Art of War in the Middle Ages; Cordoba & the btl of Garigliano; US Army in future wars.</p>								
80333	Sealords, Vietnam War in the Mekong#243 (w/ Mag)	n	New	Out-of-Print	1.0		\$50.00	\$35.00
<p>■ Mag & Game. Game of the American effort to control & pacify the Mekong Delta during the Vietnam War. Takes a standard, asset-oriented look at the US attempt to block movement of NVA units and attack their bases. 280 counters, square grid map covering Vietnam south of Saigon. Units co to div level; 6.2mi/hex; 7-30days/turn, 3 scenarios. J.Miranda'07 / ARTICLES ON: Sealords, joint warfare in the Mekong Delta; Scipio Aemilianus, Rome's Master of Unconventional Warfare; Spanish in Vietnam 1859-62; George Thomas, Union General from the South; Soldiering & Marriage thru History; Battle of Schellenberg 1704 during the War of Spanish Succession; Caesar's Counterinsurgency in Gaul 58-51BC; HBO's Rome series.</p>								
126704	They Died with Their Boots On, v2 #242 (w/ Mag)	n	New	1.0	1		\$27.50	\$22.50
<p>Last copy. ■ Mag & Game. 2 games of US Army campaigns: Mad Anthony is a game of the war for the Ohio area, 1791-4. 1-4wks/turn, 10mi/hex, btl/nrgt level. Pershing covers the US cross-border invasion of Mexico in pursuit of Pancho Villa, 1916-7. 1mo/turn, 10mi/hex, rgt/brig. 280 counters. J.Miranda'07 / ARTICLES ON: US Campaign in Mexico, 1916-7; Mad Anthony Way & the Legion of the US; the BEF in 1940; the 1979 Sino-Vietnamese War; Black Ops: Project Aurora; the battle of Pharsalus, Legion v Legion; battle of Long Tan, Aug 1866.</p>								

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82008	Twilight of the Ottomans #241 (w/ Mag)	n	New	Out-of-Print	1.0	2	\$24.00	\$21.00	\$15.00
<p>■ Mag & Game. Div/Corp level game of WW-1 in the Middle East from 1914-8. Covers the Ottoman's assault against the Suez, combat in the Caucasus region, and the Allied attacks from Egypt and the Persian Gulf. 2 scenarios covering the two halves of the war, plus campaign game. 140km/hex; 3mo/turn. Articles on the Ottoman Empire in WW1; the Transcaucasia Front in WW1; the Israeli destruction of Iraq's nuclear program; Russia's Italy, 1799. J.Miranda'07 / ARTICLES ON: the Turkish Empire in the Great War; the Transcaucasia, the Forgotten Front in WWI; Polish cavalry charges in WWII; Imperial Roman Navy; Pre-Emptive War? Israel & the Destruction of Iraq's Nuclear Program; 199, Marshal Suvarov in Italy.</p>									
78727	Winged Horse, War in Vietnam 1965-6 #239 (w/ Mag)	n	New	Out-of-Print	1.0	1		\$38.00	\$30.00
<p>Last copy. ■ Mag & Game. Rgt/div level, strategic level game of the war in Vietnam, 1965-6 during the early stages of the US ground intervention in the country. Emphasizes the US air mobility, communist supply, hidden communist movement, and military OR political victory. 25mi/hex, 1wk/turn. 280 counters. J.Miranda'06 / ARTICLES ON: It's Our War Now, Vietnam 1965; Armies in Vietnam 1965; Kidnapping of Gen. Kreipe on Crete, 1944; 1856 Declaration of Paris; Portugal in WWI; Impact of Rifle-Musket on Tactics; Asante War of 1873; USAAF in Europe, 1942-5.</p>									
78141	Marlborough, War Spanish Succession #238 (w/ Mag)	n	New	Out-of-Print	1.0	1		\$32.50	\$26.00
<p>Last copy. ■ Mag & Game. Moderate complexity, strategic level game of the War of Spanish Succession and a continental struggle for dominance. France, Bavaria & other principalities face off against England, Austria and Prussia. 1yr/turn, 10-20k troops/army, 280 counters, 3 scenarios & campaign game. J.Miranda'06 / ARTICLES ON: Marlborough's Art of War; the Famous Victory, Blenheim, 1704; the Skull of Sultan Mkwawa after WWI; the Royal Navy's Efforts in the Pacific War; the Turkish Gettysburg, battle of the Sakarya River; the Chimurenga War, Rhodesian Insurgency 1966-80; Civil War Submarine Operations.</p>									
151477	They Died with Their Boots On, v1 #236 (w/ Mag)	n	New	Out-of-Print	1.0	1		\$29.00	\$22.50
<p>Last copy. ■ Mag & Game. 2 games of US Army campaigns: Custer's Last Stand 1876, covering the US's campaign against the Cheyenne & Sioux thru the spring & summer; and the Quebec Expedition 1775-6, during which the US hoped to provoke Canadian succession by advancing on Quebec. Both are operation level, covering a multi-state area. 1 map in 2 sections, 280 counters. J.Miranda'06 / ARTICLES ON: Custer's Last Stand, the Little Bighorn-Yellowstone Campaign of 1876; the Revolution Marches North, the 1775 American Invasion of Canada; Friendly Fire in the War of 1812; Failsafe in the Strategic Air Command; Sepower in the Second Punic War; First Aircraft Carrier; Aerial Interdiction in the Korean War; the US Marines in the ETO, 1941-44.</p>									
74577	Cold War Battles, Budapest & Angola #235 (w/ Mag)	n	New	Out-of-Print	1.0	2		\$25.00	\$15.00
<p>Last copy. ■ Mag & Game. Operational levels of two venues for Cold War conflict between the superpowers, Budapest 1956 and Angola 1987. Budapest shows one of the pivotal cold war events, as the Hungarian population rises up against the Soviets who then invade to restore "order," possible NATO counter-invasion possible. Angola covers the sharp conflict between Angolan factions supplemented by Cuban regulars against an invading S.African army in support of the UNITA faction. Generally btn level, Budapest 0.33mi/hex, Angola 5mi/hex, 1-4wks/turn. J.Miranda'06 / ARTICLES ON: S.African involvement in Angola; the first biological warfare; Musket Accuracy; First Black Regt of the Am Civil War; Aerial Firsts Over China; US Redstone Rocket; Breitenfeld 1631; German airborne in WW2; German army organization 1942-5.</p>									
82001	Lest Darkness Fall, Rome in Crisis #234 (w/ Mag)	n	New	Out-of-Print	1.0	7	\$23.00	\$21.00	\$14.00
<p>■ Mag & Game. Simpler, strategic level game of the crisis in the 3rd Century AD for the Roman Empire as various enemies gain strength: the Germanic tribes, Parthia, Palmyra, and rebellious Roman clients. One player defends the Roman borders, the other tries to invade in order to loot or occupy the Roman interior. Play is largely driven by chit draws. 100mi/hex, 10yrs/turn, legion level, 176 counters. T.Bomba, J.Miranda'06 / ARTICLES ON: Lest Darkness Fall, Rome in Crisis, 235-285AD; Eugene of Savoy, Warlord of Enlightenment; Battle of the Azores, 1582; Switzerland in WWII; Air War 1943-4, Luftwaffe v the RAF; Balance of Forces on the Eastern Front, WWII.</p>									
73001	Dagger Thrusts, Patton & Montgomery #233 (w/ Mag)	n	New	Out-of-Print	1.0	2	\$23.00	\$19.00	\$13.00
<p>■ Mag & Game. Simpler XTR-style game of the possibilities open to the Allies in the early Fall 1944. Two maps cover the northern German/Dutch border area where the British may try a Market-Garden attack, and separately a map of the central Ruhr/Rhine area where Patton's 3rd army could assault the Rhine directly. The Allies must shorten the war by a successful Market-Garden attack, opening Antwerp, or breaching the Westwall. 176 counters, rgt/div level, 7mi/hex, 3days/turn. T.Bomba'05 / ARTICLES ON: Dagger Thrust, Missed Opportunities for Victory Against Germany, Sept. 1944; George Henry Thomas, Rock of the Union; Battle of Nashville, Dec. 1864; German 78th Assault Inf. Division; Roadblock at Mortain; the AirLand Battle of the Bulge & Combat Units in the Bulge. / ARTICLES ON: Dagger Thrusts, Missed Opportunities to Defeat Germany, Sept. 1944; George Henry Thomas, Union General; Battle of Nashville, Dec 1864; Germany's 78th Assault Division in WW2; Huge US Army Reorganization Underway; Battle for Lake Tanganyika 1915; the AirLand Battle of the Bulge, with air & land OoBs.</p>									
72156	Old Contemptibles, Battle of Mons #228 (w/ Mag)	n	New	Out-of-Print	1.0	1	\$22.99	\$22.50	\$17.50
<p>Last copy. ■ Mag & Game. w/ variant counters for Back to Iraq 3 (33) & markers for Ottomans (20). Coverage of the small but expert British Expeditionary Force in northern France, at the first meeting between the Germans & Brits at Mons, 1914. 1mi/hex, 2hr/turn, btn/rgt level. Has the look & feel of a Command/XTR game. R.Bell'05 / ARTICLES ON: The British Expeditionary Force in WWI, & its Evolution; the Conflict in Angola; New info on PQ-17; German upward firing cannons on Night Fighters; Coup d'etat Attempt in Republic of Texas 1836; Asustralia in Somalia 1992-94; Iranian OoB 2004; Battle of Eylau 1807, w/ OoB.</p>									
69135	Twilight's Last Gleaming, War v2 #225 (w/ Mag)	n	New	Out-of-Print	1.0	1		\$32.50	\$20.00
<p>Last copy. ■ Mag & Game. Three more small battles from late in the War of 1812. The Thames (Oct 1813), Chippewa (July 1814), and Lundy's Lane (July 1814). 50men/factor, 100yd/hex, 15-60min/turn. 88 counters, 3 maps on 1 map surface. C.Diamond, W.Sariego, T.Bomba'04 / ARTICLES ON: Greatest Tank Battle: Kursk-Orel Salients, Summer 1943; Armies of the Eastern Front, 1943; Development of the Canadian Army, 1660-1900; Italy's Piaggio 108B Heavy Bomber; Cold War's Last Casualties; Austrian Divisions in WW2; Maurice of Nassau, Pioneer of Modern Warfare; Alcibiades, Demagogue of the Peloponnesian War.</p>									

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69812	Sedan Campaign, 1870 #224 (w/ Mag)	n	New	Out-of-Print	1.0	1	\$25.00	\$20.00
Last copy. ■ Mag & Game. Includes variant counters for Indochina (11), Belisarius (29), 1918 (9), Grp Soviet Forces (1), Ottomons (3), Boer War (10), Inv Taipai (10), Indo-Pakistani (48), Asia Crossroads (11), First Afghan (7), Xenophon (3), Chancellorsville/Plevna (8). Simpler, operational level game of the decisive campaign of the Franco-Prussian War, 1870. 4.4mi/hex, 3days/turn, div level. T.Bomba'04 / ARTICLES ON: Sedan Campaign 1870; Second Afghan War 1879-1881; the P-39 Aircobra & Buffalo Fighters; Italo-Turkish War of 1911-12; Ascendancy of Athens 500-400BC; USN 5/25 AA Gun; Sixth SS Panzer Army in Hungary 1945; Armies of the Eastern Front 1944-5.								
69128	1918, Imperial Germany's Last Chance#223 (w/ Mag)	n	New	Out-of-Print	1.0	1	\$22.00	\$20.00
Last copy. ■ Mag & Game. Div-corp level game of the war on the entire western front, March-Aug 1918. Depict's Germany's urgent need to somehow pierce the Allied lines & will to stave off eventual defeat. 1wk/turn, 15km/hex, 3 different game lengths starting from samee time. J.Miranda'04 / ARTICLES ON: 1918, Germany's Last Chance; the French Campaign in Egypt After Napoleon, 1799-1801; Australia & the War on Terror 2001-2; Swedish-Tripolitanian War 1798-1803; Shogun's March to Peking, 1592-58.								
65972	Ottomans, Rise of the Turkish Empire#222 (w/ Mag)	n	New	Out-of-Print	1.0	4	\$22.00	\$18.00
■ Mag & Game. Strategic level, 2-4 player game of the rise of the Turkish empire, 1453-1571, thruout the eastern Mediterranean and Black Sea areas. Game emphasizes chaotic & changing nature of alliances of the period. Game has a bit of everything (including classic DG proofing errors): diplomacy w/ alliances &backstabbing; land & naval movement; colonization; pillaging; mercenaries. 2 scenarios & campaign game. J.Miranda'04 / ARTICLES ON: Ottomans v Hapsburg in Europe; Intelligence Operations Prior to WWI; Australia & the Solomons; German Assassination Plans for the Big 3 Leaders in Tehran; Frigates; German Radars of WWII; Misunderstandings of Ancient Naval Warfare; Warplan Dropshot & US Planning for WWII; Organization of the US Air Force in the 1950s.								
69808	Spanish Civil War Battles, v2 #219 (w/ Mag)	n	New	Out-of-Print	1.2	5	\$22.00	\$16.00
■ Mag & Game. 2 more battles from the Spanish Civil War to complement those in the first set. Includes Guadalajara, March 1937, and the last Republican offensive at Penarroya, Jan. 1939. 280 counters, 1mi/hex, 1day/turn, btln/rgt/brg/div level. P.Moore'03 / ARTICLES ON: the Spanish Civil War 1936-39; Stalingrad & the End of German Invincibility; Kaiser's Africa Airship; Sydney Reily, Ace of Spies; War Chariot in China; First Sih War, 1845-6.								
151481	Chancellorsville & Plevna #218 (w/ Mag)	n	New	Out-of-Print	1.0	1	\$25.00	\$20.00
Last copy. ■ Mag & Game. Two games of two major battles in two very different wars. CHANCELLORSVILLE covers Lee's brilliant victory at which he out maneuvered Hooker, May 1863. PLEVNA covers a key battle of the Russo-Turkish War, Sept 1877, in which the Russians are bloodily repulse in an assault on Turkish forces. Rgt-div level, 1k-1mi/hex, 1-8hrs/turn, 280 counters. J.Miranda'03 / ARTICLES ON: Union Army in the Am Civil War; Battle of Plevna, Sept 1877; Frederick the Not-So-Great; Hunt for the Konigsberg 1914; Spanish Pilots int eh Soviet Air Force 1941-5; Amphibious Japanese Suicide Tank; Regulars & Volunteers of the US Army of 1898; Japanese Army in WWII; Soviet Invasion of Hungary 1956.								
68196	Asia Crossroads, Great Game #216 (w/ Mag)	n	New	Out-of-Print	1.2	6	\$22.00	\$17.50
■ Mag & Game. British & Russian empires compete for economic dominance or military control of central Asia, from the Mediterranean Sea to Siberia in the mid-1800s in several scenarios. J.Miranda'03 / ARTICLES ON: the Red River Campaign 1863; Short History of Biological Warfare; Sparta's Defeat of Athens; Evolution of Ventral Defenses for Bombers; Weaponization of Plaque; Barbarian Army Sizes; 19th Century Cold War in Asia.								
60782	Marathon & Granicus #214 (w/ Mag)	n	New	Out-of-Print	1.0	2	\$38.00	\$22.50
■ Mag & Game. Includes errata counters for Op Elope #211 (20). Also includes scenarios, experimental rules & errata for Boer War. Simpler, 2-battle game using the Battles of the Ancient World system covering the first battle of the Greek-Persian War (499BC, Marathon) and also Alexander's entry into Asia at Granicus, 334BC. 1 map, 140 counters. 1-200m/hex, 30-90min/turn. L.Baggett & W.Grace'03 / ARTICLES ON: Warfar in the Age of Greece & Alexander the Great; Tupac Amaru, South American Legend; Merkava, Israeli's MBT; Predicting WWII; the Bridge to Austerlitz; Air War on the Easter Front; British Campaign in Egypt 1882.								
64268	Rough & Ready #212 (w/ Mag)	n	New	Out-of-Print	1.2	1	\$25.00	\$17.50
Last copy. ■ Mag & Game. With 20 errata counters for Crimean War #201 (8), Forgotten Axis #206 (1), Twilight Hapsburgs #204 (11). Grand tactical game covering 3 battles from early in the American invasion of Mexico, 1846-7. Covers Palo Alto (May 1846), Resaca de la Palma (May 1846) & Rio Sacramento (Feb 1847). Includes 2 maps, 240 counters. R.Berg'02 / ARTICLES ON: Taylor's Invasion of Northern Mexico, 1956; Bonnie Prince Charlie & the '45; Spanish Blue Division in the USSR 1941-4; Germany's 18th Artillery Division; Last 7 Days of France 1940; Inverview with the Pilot of the Enola Gay; Samurai Warfare in the Sengoku Period; Technology Represented in Strategy Games, using TFG's Liffot as an example; Ibn Battuta, Prince of Travelers.								
60245	Operation Elope #211 (w/ Mag)	n	New	Out-of-Print	1.3	2	\$20.00	\$12.50
■ Mag & Game. Operation level game of the Allied intervention in the Russian Civil War, 1918-1919, in the northern Urals near Archangel. Ostensibly to prevent massive supplies from being captured, the intervention grew to attempting to defeat the Bolsheviks. 260 counters, 6mi/hex, 1mo/turn, co/pltn/rgt level. P.Moore'02 / ARTICLES ON: Allied Intervention in the Russian Civil War, 1917-20; Rise of the Soviet Army; the B-2 Bomber; the Indo-Pakistani power balance; the first Jacobite Wars in Britain, 1670-1701; Military History of Colonial Brazil. '01								
38207	Great Medieval Battles #197 (w/ Mag)	n	New	Out-of-Print	1.0	1	\$32.50	\$20.00
Last copy. ■ Mag & Game. Colorized & repackaged version of 2 of the 4 games from SPI's quad game by this name. ROBERT AT BANNOCKBURN, 1314, covers the decisive Scottish victory over the English. 70yd/hex, 15min/turn, 500-800men/unit. A.Buccini'99 / TAMBURLAINE covers the battle of Angorra, 1402, in which Tamburlaine's Tartars meet the Ottoman Turks. 50yd/hex, 20min/turn, 500-750men/counter. D.Werden'99 / ARTICLES ON: Great Medieval Battles, 1001-1500AD; Future Conflict in Asia; OoB for the Korsun Pocket, 1944; ERRATA for Crimean War #193; the Indo-Pakistani Nuclear Arms Race; Columbia's Quiet War; Unknown Stories of the Mexican Revolution, the Yankee Kingmakers.								
57329	Vietnam Battles: Hue / Op Pegasus #196 (w/ Mag)	n	New	Out-of-Print	1.0	1	\$49.00	\$35.00
Last copy. ■ Mag & Game. Grand tac, btln-level game of 2 concurrent battles of the Tet Offensive early in 1968: the battle for the city of Hue and Operation Pegasus, the relief of Khe Sahn fire base. Covers the military aspects of these two battles, including special unit abilities, and each battle has 2 scenarios. 0.5-1km/hex, 1-2days/turn, 280 counters. J.Miranda'99 / ARTICLES ON: Battles of Hue, Khe Sahn & Kham Duc 1968; the California Brigade in the Am Civil War; the German Panzerwurmfire anti-tank hand grenade; SCUD Hunting; US Sub Fleet; French de Gaulle aircraft carrier 4m too short; Remote Piloted Vehicles aircraft; south Vietnamese Marine Corp; Rise & Fall of the Luftwaffe; Hannibal, a Stark Appraisal.								

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32403	Gauntlet, Battle of Chongchon 1950 #190 (w/ Mag)	n	New	Out-of-Print	0.8	1		\$45.00	\$35.00
Last copy. ■ Mag & Game. Operational, rgt/brig lvl gm of the initial Chinese assault on UN forces in the eastern half of N.Korea during a 2 week period of late 1950. Includes a variation in which Chinese player can elect to increase or decrease historical force levels. Includes one of S&T's rare graphically pleasing maps. 280 counters, rgt level, 1day/turn, 4km/hex. J.Miranda'98 / ARTICLES ON: Battle of Chongchon, Korea, Nov-Dec 1950; Fontenoy, Marshal Saxe's Greatest Battle; Washington Building the US Army; the Royal Air Force Goes to War, August 1914; Russian RONA Brigade in the German Army of WW2; Turretless Swedish S Tank of the 1980s; Soviet Tiger Tank Hunters SU-152; Arms, Armor & the Roman Economy; the Final Campaign of WW2, Manchuria 1945; Origins of the Cold War Tank Race; Profile of Frederick the Great; ERRATA for First-Arab Israeli #185, Army Group South #188.									
52968	First Afghan War, 1839-42 #179 (w/ Mag)	n	New	Out-of-Print	0.8	1		\$30.00	\$19.00
Last copy. ■ Mag & game. Game of Britain's first attempt in 1839-42 to annex Afghanistan to its empire that ended with the destruction of the entire invading British army. 2 scenarios covering the initial attack & the rebellion that doomed the army. Uses the Campaigns of Brit Empire game system. 1company/strength pt, 15mi/hex, 1mo/turn, 180 counters. J.Miranda'96 / ARTICLES ON: the First Afghan War 1839-42; battles of Nadir Shah of Persia in 18th century; the American 'bonus army' of 1932; British development of amphibious armor technology 1942-4; the struggle for Peru & the Shining Path.									
117285	Hundred Years War, 1337-1453 #177 (w/ Mag)	n	Mint	Out-of-Print	0.8	1		\$69.00	\$49.00
Cherry. Last copy. ■ Mag & game. Strategic level, 2-player game of the lengthy war fought between England & France between 1337-1453 using a modified 30 Yrs War system. Yearly turns & area move, 1-2k men per strength pt. 2 scenarios (Crecy 1337-47 & Agincourt 1415-28) plus campaign. Includes yet another in a string of lackluster mapboards. J.Miranda'96 / ARTICLES ON: the Hundred Years War; Custer's Campaign, ops on the Little Bighorn & Yellowstone Rivers; Valmy, the battle that saved the French Revolution, 1792; Future trends for the US Military into the 21st century; PT boats in the Pacific; errata for Thirty Years War #173. '95									
54742	Germania, Rome Beyond the Rhine #175 (w/ Mag)	n	New	Out-of-Print	0.8	2		\$35.00	\$20.00
■ Mag & Game. Strat/op level game of Roman campaigns in N.Central Europe, 50BC-150AD, NE of the Rhine & Danube Rivers. 4th in the Trajan/Ancient Wars game series. 280 counters, 8turns/year. Mates with the other games in this series. J.Miranda'95 / ARTICLES ON: Roman campaigns Beyond the Rhine, 1st Century AD; Op Iron Hammer, German Plans for a Bombing Campaign against the USSR; the Moguls; Fight Light, French Light Infantry in 1806; Op Pegasus, Classi US Airmobile Operation in Vietnam, 1968; the Belgian Legion; Capture of Carlos the Jackel in Sudan.									
99043	Indo-Pakistani Wars #174 (w/ Mag)	n	Mint	Out-of-Print	0.8	1		\$22.50	\$18.00
Cherry; unpunched, unused, very clean. ■ Mag & game. Brig/div level game of 2 historical wars between India & Pakistan ('65 & '71) plus a hypothetical war in the 1990s. Players must attend to 3 widely separated fronts (including Kashmir, eastern Pakistan & the main border along western India). Includes insurgent movements in Kashmir, & possible US & USSR intervention. 30km/hex, rgt/div level, 2days/turn. J.Miranda'95 / ARTICLES ON: Indo-Pakistani Wars, w/ region national army OoBs; Russia in the '90s; Giulio Douhet, post-WWI Italian proponent of strategic air war; Battles of the American Revolution, pt 2; Prussian army at Auerstadt. '95									
151488	Thirty Years War, Great War 1618-48 #173 (w/ Mag)	n	Mint	Out-of-Print	0.8	1		\$45.00	\$29.00
Last copy. ■ Mag & game. Strategic, area-move game of this devastating war thruout all of Europe, 1618-48, for 2-4 players. Each player attempts to gain dominance over all of Europe. Each force must complete its move before another, and the system forces use of diplomacy & finances to sustain any gains. 1yr/turn, 3 Tercios/Ortas/Rgts per strength pt. 2 scenarios (Bohemia 1618-25, Sweden 1630-34) & campaign; 280 counters. Map is bland. J.Miranda'95 / ARTICLES ON: The Thirty Years War, the Great War; Battle in the La Drang Valley 1965; Evolution of the Airmobile concept; battles of the American Revolution. '95									
117310	On to Moscow, Swedn v Russia 1700-21#171 (w/ Mag)	n	Mint	Out-of-Print	0.8	1		\$25.00	\$17.50
Cherry. Last copy. ■ Mag & Game. w/ 20 variant/errata counters for: Clontarf (3); Op Shock Troop (5); Trajan (1); Caesar in Gallia (1); Russo-Turkish War (1); Austro-Prussian War (1); Seven Years War (8). Strategic level game of Sweden's Charles XII invasion of Russia, 1708-9, using the Seven Years War/Age of Reason game system. The invasion ended in a Swedish disaster at Poltava. Control determined by possession of fortress-cities spread around Russia. 240 counters, seasonal turns, 50km/hex, relatively complex. J.Miranda'94 / ARTICLES ON: Sweden v Russia in the Great Northern War, 1700-21; Machiavelli, Founder of Modern Military Thought; Variant/errata rules for Seven Years War; errata for Wars of the Imperial Age, Austro-Prussian War, Russo-Turkish War, Op Shock Troop; Somalia, Roots of Today's Conflict; the White Rose Student Resistance in Nazi Germany; Tracked v Wheeled Armored Vehicles; Austro-Hungarian & Italian Navies in WWI; and many, many ads.									
32167	Russo-Turkish War, 187-78 #154 (w/ Mag)	n	New	Out-of-Print	0.8	1		\$23.00	\$15.00
Last copy. ■ Mag & Game. 2nd game in the Wars of Imperial Age game series. Moderate complexity, op-strategic game of the Russo-Turkish War of 1877-8. Elaborate system w/ politics, hidden movement, logistics, neutrals, etc. 5 scenarios, 200 counters, Brig/div level. J.Miranda'92 / ARTICLES ON: Russo-Turkish War of 1877-8; Emergence of Total War in Ancient China; Master Strategist Sun Tzu; German Assault Rifle Experiments, 1944; ERRATA for Case Green #152.									
151475	Chad, the Toyota Wars #144 (w/ Mag)	n	New	Out-of-Print	0.8	1		\$25.00	\$17.50
Last copy. ■ Mag & Game. Unusual & complex game of the multi-sided military & political conflict embodied by the civil war in Chad, 1979-88. Weather, water, economics and outside intervention by Libya, France, the US & Org of African Unity play a key part. Co/btl/ guerrilla level, 6mo turn, 200 counters. LTCOL R.Davis'91 / ARTICLES ON: Chad, the Toyota Wars; NATO multinational corps; Soviet Spetsnaz Brig Organization; Spanish Rapid Deployment Force; Rise of the Soviet Army & Its Operational Art 1918-45; Mounted Partisans in the Am Civil War; British & East Indian Armies 1805-34; Battle of Roundway Down, 1643; Schlieffen Plan 1914, myth v reality.									

Decision Gms Modern War Mag (Dec MW) <http://www.decisiongames.com>

Listed in order of DEscending Issue #

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151299	Block by Block, Battle of Hue 1968 #48 (w/ Mag)	n	New	0.9	1	\$49.99	\$37.00	\$32.50
<p>Last copy. ■ 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.</p>								
137409	Combat Veteran #31 (w/ Mag)	n	New	Out-of-Print	0.9	1	\$37.50	\$32.50
<p>Last copy. ■ Mag & game. 2 player game of contemporary tactical combat at the individual infantryman level. Includes historical scenarios for a firefight in the Mekong Delta, 1967, and Outpost Keating, Afghanistan 2009. Both involved a platoon-sized US force against a numerically superior enemy. 40m/hex. 280 counters. Eric Harvey'17 / ARTICLES ON: Infantry Tactics & Weapons in Vietnam; Iran-Iraq Air War 1980-8; Russia's Next Moves: Syria & Donetsk Republic, New Look Brigades; US Doctrinal Response, Uranus Unmanned Vehicles; Nonotechnology and the Military; Back to War in the Western Sahara; Zapad Train Exercise; US Fire Brigade in the Mid East; Battle of Wanat, Afghanistan, 2008; Modern Russian Main Battle Tanks; US Century Series Jet Fighters in 20th Century.</p>								
150357	Enduring Freedom, Afghanistan 2001-2 #30 (w/ Mag)	n	New	0.9	1	\$49.99	\$32.50	\$27.50
<p>Last copy. ■ Mag & game. Operational level, solitaire game of the US-dominated & inspired invasion of Afghanistan. Begins in 2001 and concludes after Operation Anaconda in 2002. Player controls the so-called coalition of the willing. Goal is to destroy Al Qaeda & the Taliban, and establish a stable Afghanistan, a political reading of the war's purpose which ignores the Bush administration's grander aims in the world. Area move on a rather bland map of all of Afghanistan. Includes much of the multi-dimensional aspects of modern war. 176 counters. Joseph Miranda'17 / ARTICLES ON: US Invasion of Afghanistan 2001; Operation Kavkaz, Soviet Presence in Egypt, 1970-72; Uncertain Future of the Aircraft Carrier; Global Terrorism, Insurgency & Guerrilla Warfare in the 21st Century; Bolivia's Landlocked Navy; Nordic Model & Swedish Conscription; Indonesian Military Upgrades; the New Iraqi Republican Guard; US Navy's Littoral Combat Ship; 6 Generations of Jet Fighter.</p>								
149344	LZ Albany #24 (w/ Mag)	n	New	0.9	2	\$39.99	\$37.50	\$24.00
<p>■ Mag & game. Covers the ambush of US air cav units (2nd btl, 7th Cav) in Nov 1965 in the Pleiku area of southern Vietnam that immediately followed another engagement nearby. 1hr/turn, impulse system, pltn level, 176 counters, area move. J.Poniske'16; ARTICLES ON: Ambush at LZ Albany 1965; South China Seas, the New Dragon's Lair; Egypt's Sinai Insurgency; Cenepa War, Peru v Ecuador, 1995; Tankers in the Gulf; Colombian Mercenaries in Yemen; Novo Selo Training Area in Bulgaria; Northern Korean Nukes; Assad's Strategy in Syria; Operation Vantage, Kuwait 1961; Threat Perception & Encirclement in Asia; Cold War Fighters, the LIM-series Fighter-Bombers.</p>								
132823	Fallujah 2004, City Fighting in Iraq #23 (w/ Mag)	n	New	Out-of-Print	0.9	1	\$34.99	\$25.00
<p>Last copy. ■ Mag & game. Solitaire game covering the US-led coalition's fight for the Iraqi city of Fallujah in April & Nov 2004, which became the biggest pitched battles of the war in Iraq. Player controls western forces on a somewhat abstracted point-point map of the city (superimposed on a satellite photo of the area). Goal is to amass points for total kills, capturing objectives and eliminating high value targets. 176 counters, area move map of the urban battleground. J.Miranda'16 / ARTICLES ON: Cold War Air Forces of NATO & the Warsaw Pact; First Commonwealth Division, 1950-3; Border War, South Africans & the Angolan Frontier; China's Naval Facilities in the Horn of Africa; Afghan National Army; Russian Strategy; Struggle for Mullah Fayyad Hiway, 2006; Advanced Rotocraft; Israel's Submarine Force; Military Readiness of the Persian Gulf States.</p>								
148159	Dien Bien Phu #17 (w/ Mag)	n	New	Out-of-Print	0.9	1	\$34.99	\$32.00
<p>Last copy. ■ Mag & Game. Solitaire game of the decisive campaign of the First Vietnamese War in the Spring of 1954. The cream of the French forces in Indochina establish a fortress base at Dien Bien Phu in a remote Laotian valley, challenging the Viet Minh to a fight. But they wrongly assumed that the Viet Minh couldn't bring artillery into the area and lay siege to the entire fortress area. Player controls French forces attempting to hold out until relief arrives or to break the Viet Minh will to fight. Can be played by multiple players, each taking a different portion of the French forces. 176 counters, point-point map. Viet Minh forces must work their way up 4 separate tracks, with points roughly 0.5km apart, all leading to the central fortress area. 5days/turn, co/btl level. J.Miranda'15 / ARTICLES ON: Dien Bien Phu, the Decisive Battle for Indochina; Operation Vulture, Plans for Direct US intervention at Dien Bien Phu; Kolwezi 1978, French Legionnaires to the Rescue in the Congo; the second Chechen War, 1999-2000; the Ukrainian Insurgent Army & Operation Visual, Poland 1947; Future Weapons, the Global Strike Effort; Focus on Chinese Group Armies; US Century Series Fighters (F-100 thru F-106); US Sniper Weapons Development.</p>								
150356	Visegrad 4, the Coming War in Europe #16 (w/ Mag)	n	New	Out-of-Print	1.2	1	\$39.99	\$32.50
<p>Last copy. ■ Mag & game. Game covers a hypothetical conflict between the 4 Visegrad eastern European NATO nations centered on Poland (w/ Czech, Slovakia, Hungary). Could the Russians attempt to regain their dominance with a declining US influence? Polish energy developments have made them a prime economic competitor for Russia, setting up the potential situation. 176 counters, 56km/hex, 1wk/turn, div level. Game's background reads like a neo-cons nightmare fantasy. E.Harvey, D.March'15 / ARTICLES ON: Visegrad 4, Russian Resurgence in the 2010s; Putin as Warlord Today; Sigma'64, Ignored Vietnames Wargames; Matthew Ridgway, first Cold War general; AirSea Battle, the future of Aero-Naval warfare; French Foreign Legion's 13th Demi-Brigade, an Interventionist Force; What Went Wrong with the Iraqi Army?; Russian Attack Helicopters.</p>								
105874	Vietnam Battles: Iron Triangle # 7 (w/ Mag)	n	New	Out-of-Print	0.9	2	\$32.50	\$22.50
<p>■ Mag & game. Game of two campaigns by US forces in Vietnam. The first converts a campaign into the Iron Triangle, an area of dense jungle close to Cambodia & NW of Saigon, in early 1967. The other, Snoop's Nose, covers the US 9th Inf riverine & helicopter penetration of remote areas of the Mekong Delta, mid-1967, in an attempt to restrict Viet Cong access to the Mekong River. 0.5mi/hex, 200 counters. E.Harvey'13 / ARTICLES ON: Vietnam Battles: Snoop's Nose & the Iron Triangle, 1967; the Second Congo War, 1998-2003; Robert Thompson, Counterinsurgency Mastermind; National Training Center in the 1980s, Forge of Victory; LRASMs, Long Range Anti-Ship Missiles; the Venezuelan Army Today; Barry Goldwater of the USAF.</p>								

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105882	Decision Iraq # 6 (w/ Mag)	n	New	0.9	2	\$39.99	\$19.00	\$12.50
<p>■ Mag & game. Complex game of the political & military conflict since the US invaded Iraq in 2003. Played on an area map. Views the conflict as one of stability & democracy versus Al Qaeda, Iran & insurgency (nothing about nationalism). Both players employ convention & unconventional forces seeking to enlarge their control & influence in the country & destroy enemy forces, and ultimately "control" Iraq. J.Miranda'13 / ARTICLES ON: Decison Iraq plus design notes; Mixro-terrain in Iraq; Airland Battle Doctrine for Fighting Conventional Wars; US Invasion of Panama; the Soccer War of 1969 between Honduras & El Salvador; A-19 Warthog USAF Ground Attach Aircraft; Focus on Uganda; BOMARC, Longest Ranged SAM Ever Built; EXACTO Sniper Rifles; Micro-Satellites & the Militarization of Space.</p>								

Decision Gms World at War Mag (DecWAW) <http://www.decisiongames.com> **Listed in order of DEscending Issue #**

151593	Kesselring's War 1944 #94 (w/ Mag)	n	New	Out-of-Print	0.9	1	\$49.99	\$37.50
<p>Last copy. ■ Mag & game. Game of the war in Sicily & mainland Italy from July 1943 till early 1944. The Allies have an opportunity for a swift, major victory, but the Germans can put up an effective series of delaying actions in often difficult terrain. Key dynamic is the Action Point which limits activity. 30km/hex, 1mo/turn, Regt/div level w/ air & naval forces. Joseph Miranda'24 / ARTICLES ON: Kesselring's War, Sicily & Italy 1943-44; Battle of the Bismarck Sea; Checkmate on the Vistula, Lublin-Brest Operation 1944; Operation Isabell, Spain 1942; Pearl Harbor's Disgraced Admirals; Germany's Italian Perturbation; What If, the 1936 Rhineland Crisis.</p>								
151098	Great European War, Europe 1941-43 #90 (w/ Mag)	n	New		0.9	1	\$49.99	\$37.50
<p>Last copy. ■ Mag & game. Strategic level game of World War II had Germany not invaded the Soviet Union but instead focused on an air & naval campaign against Britain along with more operations in northern Africa and the Middle East. The Soviets are neutral but could intervene at any time. Players build their forces thru mobilization. Game ends in late 1943, assuming that the West's industrial might makes things a foregone conclusion after that. Basically it depicts a land power versus a naval & air power, and assumes a US Europe-first policy. 280 counters, Corp/front level, 74.5mi/hex, 3mo/turn. Joseph Miranda'23 / ARTICLES ON: European War, 1941-3, with prewar preparations; Battle at Libyan Omar; Admiral Kimmel's Dilemma - What to Do in the Aftermath of Pearl Harbor; Barbarossa in the Baltic Sea; Salerno Airborne Assault, 1943; German Flak, pt2; Factions in the Imperial Japanese Armed Forces; Soviet Hero of the Soviet Union Award.</p>								
150234	Budapest Campaign, Oct 44 - Feb 45 #85 (w/ Mag)	n	New		0.9	1	\$49.99	\$37.50
<p>Last copy. ■ Mag & game. Game of the series of Soviet attacks (& Axis counterattacks) in Hungary between late 1944 to early 1945 ending with the capture of Budapest. Begins with the Soviet offensive into Hungary that besieged Budapest, followed by German counterattacks that were partially successful (but excluding the last, Spring Awakening). Each side is divided into 3 commands, and each command is activated by a chit draw. Uses a variation of the They Died With Boots on game system. Victory based on 4 key geographical points & elimination of mechanized units. 176 counters, corp level, 10mi/hex, 1-3wks/turn. Joseph Miranda'22 / ARTICLES ON: Budapest Campaign, 1944-5; Battle for Timor, 1942-3; Rebuilding the French Army, 1942-5; French Expeditionary Corps at Monte Carlo; German Plans to Invade Iceland & Ireland; Mussolini Fooled Hitler [about Italy's military capabilities]; Polish Plans to Seize Gdansk [Danzig] in 1939; Italy's Pacific War, 1943-5.</p>								
149357	Manstein's War, Decision in West #84 (w/ Mag)	n	New		0.9	2	\$49.99	\$35.00 \$27.50
<p>■ Mag & game. Game of the German attack into France & Belgium in May-Jun 1940. Uses a version of the They Died w/ Boots On game system which uses chits to activate army-level commands & in some cases altering rules to the player's advantage. Corp/army level, 176 counters, 12hr/turn, 25mi/hex, army/corp level. Joseph Miranda '22 / ARTICLES ON: Strategy & Operations in the West, 1940; Odessa 1941; B-17s Over Java early in WWII; Nazi Deception Propaganda; Macau in WWII; Soviet Air Raids on Berlin, 1941; German Sonars & Hydrophones; Project Pigeon,</p>								
150365	Operation Causeway, Formosa #83 (w/ Mag)	n	New		0.9	1	\$49.99	\$37.50
<p>Last copy. ■ Mag & game. Game of the planned but never executed 1944 invasion of Japanese-held Formosa (now Taiwan). This would have been the largest amphibious invasion in the Pacific. In fact, the US elected to recapture the Philippines instead. Key dynamic is the logistic point, which enables operations. Includes hidden movement. Victory based on control of ports, airfields & cities on the island. Two scenarios: the original, planned invasion and a later, 1945 invasion that assumes portions of the Philippines were captured to better enable Causeway. Includes abstracted air & naval support, choice of invasion locations, ranger & airborne landings. 176 counters, Regt/brig level, 10mi/hex, 1wk/turn. Joseph Miranda'22 / ARTICLES ON: Operation Causeway, Formosa 1944; Greenland in World War II; Polish 1st Armored Division 1944-5; Fatal Flaws of the ME-262 Jet Fighter; Soviet Naval Ops during the Winter War 1939-40; Spanish Invasion of Portugal; the Japense Breakout from Australian Cowra POW camp, 1944; Italian Submarines in WWII.</p>								
150900	Watch on the Oder, January 1945 #82 (w/ Mag)	n	New		0.9	1	\$49.99	\$37.50
<p>Last copy. ■ Mag & game. Game of the hypothetical situation had the Germans launched an offensive in the northern portion of the Eastern Front in Jan 1945 rather than executing the Battle of the Bulge offensive. Win or lose, such a move would have dramatically impacted the post-war world. High solitaire suitability. Key dynamic is a variable sequence of play in which you either move or attack first. Simpler game with high solitaire suitability. Corp/army level, 4days/turn, 20mi/hex, 128 counters. Ty Bomba'22 / ARTICLES ON: Watch on the Oder, German Strategic Alternatives in January 1945; U-Boats on the American Coast, 1942; Crisis at Arras, the Allied Counteroffensive 1940; Strategic Bombing of Japan; Battle of the Philippine Sea; German 15cm KC/36 Naval Gun; Search for Consensus on the Battle of Midway in Literature.</p>								
148652	Operation Jupiter, Norway 1942 #76 (w/ Mag)	n	New	Out-of-Print	0.9	1	\$49.99	\$38.00 \$32.50
<p>Last copy. ■ Mag & game. With 63 errata & variant counters for Great Pacific War #70 (53), Munich War #74 (8), Cruise of Graf Spee (2). Game of the first 30 days of Churchill's Operation Jupiter plan to invade far northern Norway & Finland in the fall of 1942, an alternative to the Torch invasion of Africa. The allies seek to deny the air & naval bases being used to interdict convoy routes to the USSR or to defeat the German 20th Mtn Army. Regt/Div level. 176 counters, 10mi/hex, 3days/turn. Ty Bomba'21 / ARTICLES ON: Variant rules for Great Pacific War #70 & Munich War #74; Operation Jupiter, Invasion of Norway 1942; Fort Drum in Manila Bay; Batle of the Kiev Salient 1943; Hollandia, New Guinea, April 1944; Anzio & Cassino 1944; Sinking the Japanese carrier Shinano; Royal Navy's 2-pounder AA Gun; General der Panzertruppen Ludwig Cruwell.</p>								
149355	Munich War #74 (w/ Mag)	n	New	Out-of-Print	0.9	1	\$49.99	\$37.50 \$29.00
<p>Last copy. ■ Mag & game. Game of the possibility of war thruout Europe in 1938, had the British & French not backed off at the Munich conference concerning the Sudetenland & Czechoslovakia. Basically, World War II begins in 1938. Diplomatic alliances are determined prior to the game, and then the game covers the first two months of war. Objective is to sieze a dominant position from which to continue the war. 176 counters, 40mi/hex, 1wk/turn, corp/army level. Joseph Miranda'20 / ARTICLES ON: World War II Beginning in 1938; Indian Army in WWII; Air Battle at Kursk; Hungarian Disaster on the Don River, 1942; Dunkirk Disaster; the Luftwaffe's Kamikaze; USN PC-461 class Patrol Craft.</p>								

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139216	Breakout, First Panzer Army #69 (w/ Mag)	n	New	0.9	1	\$49.99	\$35.00	\$27.50	
<p>Last copy. ■ 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.</p>									
137450	Peaks of the Caucasus # 61 (w/ Mag)	n	New	Out-of-Print	0.9	1	\$39.99	\$32.00	\$27.50
<p>Last copy. ■ Mag & Game. Game covers the 1942 German offensive in southern USSR, and the Soviet Uranus counteroffensive, with Stalingrad being only 1 hex on a mapboard. Offensive is divided between Stalingrad & the Caucasus front; command activation will allow operations on either front or sometimes both. Victory is based on geographical objectives (for Germans) and destroying enemy forces (for both). Corp/army level, 1mo/turn, 100km/hex, 2-6div/unit, 176 counters. Joseph Miranda'18 / ARTICLES ON: Axis 1942 Offensive in Southern Russia; the Royal Navy in the Pacific in WWII; Italian Army of WWII; Special Agent Leon Turrou; Germany's Coal Industry; the British Short Sterling; Soviet Economic Aid to Germany, 1939-41; the Typhoon, Flawed Fighter.</p>									
151096	Eisenhower's War # 60 (w/ Mag)	n	New	Out-of-Print	0.9	1	\$49.99	\$37.50	\$29.00
<p>Last copy. ■ Mag & game. Published with 40 variant/errata counters for Midway Solitaire #54, with 1pg of variant rules. Game is a two player contest covering the last 11 months of World War II in northwestern Europe. 40mi/hex, 1-2mo/turn, corp level. Victory is measured against historical performance. Well-suited to solitaire play. 144 counters. 2 scenarios: historical & alternate invasion locations. Ty Bomba, Doug Johnson'18 / ARTICLES ON: Midway Solo #54 variant that extends the game and adds a few added units; Eisenhower's War, Ike as Strategist; Aleutians Campaign in Alaska in WWII; Neutralizing the French Fleet in 1940; Debrecen, the Last Hungarian Victory; Shanghai Under Japanese Occupation 1937-45; USS Silversides (Sugmarine); Trophy Panzers, Soviet's Captured German Tanks; Battle of Midway.</p>									
131565	Stalin Moves West #58 (w/ Mag)	n	New	Out-of-Print	0.9	1	\$49.99	\$30.00	\$22.50
<p>Last copy. ■ Mag & game. Game covering the hypothetical situation had Germany not invaded the USSR, but instead the USSR invaded greater Germany about 1941. Soviet units have an untried side. Multiple scenarios depicting various what-ifs including Germans focus on the west, a preemptive strike and no Soviet purge in the 1930s. 176 counters. 70km/hex, 1mo/turn, corp/army level. Joseph Miranda'17 / ARTICLES ON: Stalin Moves West; Juno Beach, Black Sand, Red Beach, Battle of Iwo Jima; Nazi Suicide Squadron; Reggimento Volontari Tunisini; Success & Failure of Germany's Blitzkrieg; Heinkel He-277 Bomber.</p>									
130517	Escape Hell's Gate, Korsun Pocket #57 (w/ Mag)	n	New	Out-of-Print	0.9	2	\$49.99	\$25.00	\$15.00
<p>■ Mag & game. Game covering the final attempt of the German 3rd Panzer Corp to relieve the two corps of Germans encircled in the Korsun Pocket between 10-17 Feb 1944. Two battles are fought, with outside Germans attacking to break in, and the Soviets attempting to reduce the pocket. 280 counters, rgt/brig level, inspecific scale. Eric Harvey'17 / ARTICLES ON: Battle of Korsun-Cherkassy Pocket; Japan Surrenders, 1945; Serbian Collaborationist Forces, Auxiliaries or Clandestine Patriots?; Building the US Army in WWII; Curtis-Wright 21 Fighter; American Equipment & British Ingenuity in Northern Africa; Battle of Milne Bay, 1942.</p>									
150803	Commandos, Europe Solitaire #55 (w/ Mag)	n	New		0.9	1	\$49.99	\$37.50	
<p>Last copy. ■ Mag & game. Solitaire game in which the player commands a team of commandos on missions in Europe & northern Africa during World War II. Missions are randomly generated; you choose the weapons & equipment to do the job, plan your approach & your escape, then go to it. 280 counters, low level tactical. 5 men/unit, 200m/hex, variable time frame. Eric Harvey'17 / ARTICLES ON: British Commandos in NW Europe, 1940-45; Defense of Java, 1942; Story of the 30th U-Boat Flotilla; LVTs in NW Europe in WWII; Washington-London Naval Treaties; the Japanese Oscar Fighter, Nakajima Ki-43; Kiwis at War; Poland's 10th Motorized Cavalry Brigade in France 1940.</p>									
131551	Duel in the North #48 (w/ Mag)	n	New		0.9	2	\$39.99	\$23.00	\$17.50
<p>■ Mag & game. Includes one errata counter for Red Tide West. Game of Army Group North's drive on Leningrad during the summer of 1941, June-Sept. Uses the Sedan game also used in Tobruk & Duel on the Steppe, including a unit activation system. Single scenario, with both historical & free setups. 12.5mi/hex, Div level, 228 counters. Map is larger & covers a broader area than Leningrad game on same subject. P.Youde'16 / ARTICLES ON: Army Group North's Campaign in 1941; Development of Allied Close Air Support in the European Theater of WWII; the Third Battle of Changsha, China, Dec 1941-Jan 142; Melvin Purvis, FBI Agent, in WWII; Origins of British WWII Commandos; German Flackpanzers in WWII; Orde Wingate, Lawrence of Ethiopia; Rangers at Pointe du Hoc.</p>									
132370	Pacific Battles, Shanghai #42 (w/ Mag)	n	New	Out-of-Print	0.9	1	\$34.99	\$25.00	\$19.00
<p>Last copy. ■ Mag & game. Game is third in the Pacific Battle series, and covers the Japanese conquest of the strategic Chinese city of Shanghai between Aug-Nov 1937. Success depends on effective management of land & air forces as well as logistics between two large armies. 228 counters, rgt/brig/div level, 1wk/turn. J.Miranda'15 / ARTICLES ON: Battle for Shanghai, 1937; Rundstedt in Normandy, 1944; the German Anti-Partisan War in the Ukraine; Food as Strategy [& weapon]; What if Japan Hadn't Surrendered?; German Exploitation of Antarctica & New Swabia; Darwin 1942, Australia's Pearl Harbor; SS Normandie Fire.</p>									
103956	Green Hell, Burma 1943-4 # 28 (w/ Mag)	n	New		0.9	1	\$39.99	\$24.00	\$19.00
<p>Last copy. ■ Mag & game. Includes errata/variant counters for: DMZ (20); F&M series game (20); Saipan (40); Crusader (1); Musket & Saber series markers (26); Leipzig (9); Showdown (1). Simpler folio-style game showing two portions of the war in Burma 1943-4. Op Thursday depicts the British 6-brigade gliderborne assault in March 1944 to support the allied offensive toward Myitkyina. Battle of the Admin Box depicts the defense of the Indian 7th Inf HQs against the Japanese infiltration near Sinzweya in India. E.Harvey'13 / ARTICLES ON: Green Hell, Battle for Burma; the air & sea siege of Malta in WWII; the naval war on Lake Ladoga during the siege of Leningrad; Oil: strategic bombing panacea in WW2; Ugly, slow, low & lethal: the JU-87 Stuka; destroying the defense of the Italian island of Pantelleria by air, 1943; Skalski & the Polish Fighting team; first capitalship action of WW2.</p>									
118929	Keren 1941, East Africa # 25 (w/ Mag)	n	New	Out-of-Print	0.8	1	\$39.99	\$20.00	\$16.00
<p>Last copy. ■ Mag & game. Grand tactical game of the battle of Keren in Italian East Africa, Feb-Mar 1941, as the Italians & local allies put up their stiffest defense of the entire war, requiring 3 Allied assaults to break their defense. 220yd/hex. Includes factors unique to the difficult fighting in remote positions. 228 counters, 200m/hex, btl level, 2 scenarios. D.March, E.Harvy'12 / ARTICLES ON: the Battle of Keren, 1941 & designer's notes; Analysis of Juno Beach, D-Day 1944; Japanes v US strategic planning in the Pacific; German strategy in 1945; How WWII changed US currency.</p>									

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114919	Sedan 1940, Decisive Btl for France #24 (w/ Mag)	n	New	Out-of-Print	0.9	1	\$37.50	\$37.50	\$30.00
<p>Last copy. ■ Mag & game. Game of the key portion of the campaign on the west front, 10-17 May 1940, focused in the area around Sedan & just beyond the northern end of the Maginot Line where the German breakthrough occurred. Victory is determined by the number of German units across the Meuse River. Btl level, with air & artillery. 228 counters, 2mi/hex, 1day/turn. P.Youde'12 / ARTICLES ON: Sedan, 10-15 May 1940 + designer's notes; Airpower in the Spanish Civil War; Japanese armor doctrine; Op Carnivore, destruction of Second Shock Army Spring 1942; Vichy Dakar, 1940; cocodiles defeat Japanese on Ramree Island, 1945; 6th Pzr's attack at Kursk; unlucky USS Wm Porter; review of TSWW Balkan Fury.</p>									
95215	Leningrad '41 #17 (w/ Mag)	n	New		0.8	2	\$39.99	\$24.00	\$17.50
<p>■ Mag & Game. New game of AG North's drive on Leningrad from July-Aug 1941 uses the Manila'45 system. Assumes that von Manstein didn't pause before charging for the city. 3days/turn, 0.5km/hex, btl/rgt/brig level. Special rules for command control, leaders, naval & air support, & a possible German airborne assault. J.Miranda'11 / ARTICLES ON: Leningrad 1941, Manstein's Lost Victory; Operation Anvil-Dragon, August 1944; US Navy's Yangtze River Patrol, 1937-41; Britain's Special Operations Executive; Karl May, Hitler's Favorite Author; Liberation of Vichy Madagascar; US v Japanese Pilot Selection in WW2; Chinese Collaboratorist Forces in WW2.</p>									
94447	Soft Underbelly, Southern Italy 1943 #15 (w/ Mag)	n	New		0.9	1	\$39.99	\$22.50	\$18.00
<p>Last copy. ■ Mag & Game. w/48 variant counters for Great East Asian War. Game of the battle for the southern half of Italy in 1943. Modest complexity, 11mi/hex, 2-15days/turn, div level. Includes many what-if possibilities, as well as key elements of the campaign such as secondary invasions, paratroops, airpower, etc. T.Bomba'10 / ARTICLES ON: Allied & German strategy in Italy, 1943 including designers notes; double cross, the war between British MI-5 & German Abwher Intelligence Services; btl of Sangshak (near Imphal), India, 1944; Analysis of the Polish Military in 1939; US Advance to Linz, Austria, May 1945; Radar bombing in WW2; Golden Age of WW2 Humor on TV. '10</p>									
127550	Afrikakorps, Decision in the Desert #11 (w/ Mag)	n	New	Out-of-Print	1.0	1	\$32.50	\$32.50	\$25.00
<p>Last copy. ■ Mag & Game. Includes 56 errata counters for Coral Sea & Players Aid Card w/key tables (missing from #10). New & rather luscious design using the They Died with Boots On system. Operational level game of the war in the N.African desert, 1941-2, from El Agheila to Suez. Monthly turns, 12.5mi/hex, moderate complexity, rgt/brig level. Includes attention to the intangibles that heavily influenced the campaign. 260 counters. J.Miranda'10 / ARTICLES ON: Campaign in the Desert, 1940-2; Afrikakorps designers notes; Romania in WW2; Savo Island; WW2 German Airborn Operations.</p>									
89487	Greater East Asia War # 6 (w/ Mag)	n	New	Out-of-Print	0.9	1	\$38.00	\$38.00	\$30.00
<p>Last copy. ■ Mag & Game. Strategic level game of Japan's war in China & SE Asia thruout WW2 (on land only). 120km/hex. , Brig/div/corp level, 3mo/turn. Uses Twilight of the Ottomans game system. J.Miranda'10 / ARTICLES ON: Japan's War in SE Asia in WW2; German Foreign Minister Ribbentrop in WW2; Naval Strategy in the Mediterranean 1939-45; Skorzeny's coup in Budapest, 1944.</p>									

SPI S&T Magazine Games (SPIS T)

Listed in order of DEscending Issue #

107455	Tito & His Partisan Army, Yugoslavia #81 (w/ Mag)	n	Mint	Out-of-Print	0.8	4	\$12.00	\$6.00	\$3.00
<p>Very clean. ■ Mag & Game. Guerilla war in Yugo thruout war using area move. Never a popular game, but an innovative & accurate system nonetheless. D.Rustin'80 / ARTICLES ON: Tito & His Partisan Army in Yugoslavia, 1941-5; Chemical Warfare, Prospectives & Potential; Israeli Air Force & Order of Battle.</p>									
92835	Combined Arms, Combat Ops 1935-70 #46 (w/ Mag)	n	Mint	Out-of-Print	0.8	1	\$15.00	\$15.00	\$7.50
<p>Last copy. Unpunched. 2 mag center pgs have metal discoloration near spine. Otherws clean. ■ Mag & Game. Game is an attempt to show the application of combined arms tactics in 5 platoon/company level scenarios, WW2 & the Yom Kippur War of 1973. 200 counters, co/btl level, 1hr/turn, 300m/hex. J.Dunnigan'74 / ARTICLES ON: Combine Arms, Combat Operations in the 20th Century; Patrol, Modern Infantry Tactics 1914-74; StarForce Players Notes & Strategy.</p>									

WWW Wargamer Magazine (WWWmag)

Listed in order of DEscending Issue #

12305	Clash of Empires, 1914 #58 (w/ Mag)	n	New	Out-of-Print	0.5	1	\$15.00	\$15.00	\$9.00
<p>Last copy. ■ Mag & Game. Corp lvl game of the opening campaign of WW1 in the West using point-point & hidden movement, Aug-Nov 1914. 200 counters, 3days/turn. K.Anderson'86 / ARTICLES ON: The Siege of Malta in history & in the #50 game; errata for Struggle for Stalingrad #47, Condottieri #54; Variant for VG's Vietnam providing a b&w map (in pages of mag) & rules for US/ARVN blockade of the Ho Chi Minh trail in Laos; brief reviews of Delta Force, Rolling Thunder.</p>									
12726	Race for Tunis #57 (w/ Mag)	n	New	Out-of-Print	0.5	1	\$12.00	\$9.00	\$6.00
<p>Last copy ■ Mag & game. Axis & Allied forces first meet in Tunisia, Nov-Dec'42, in a wild & uncertain environment. Co/btl level, 1day/turn, using the Btl's for N.Africa system. 3 scenarios & campaign. D.Bolt, G.Helmer'86 / ARTICLES ON: Operation Torch, the final act; review of WEG's RAF 1st; various short reviews.</p>									
64202	Condottieri #54 (w/ Mag)	n	New	Out-of-Print	0.5	1	\$15.00	\$12.00	\$9.00
<p>Last copy. ■ Mag & Game. Btl of Castagnaro, 1387, between Verona & Padua in Italy at grand tactical level. T.Sundell'86 / ARTICLES ON: Hawkwood, master condottiere (mercenary), a leader in this issue's game; review of QTRDK's Rommel's War; house rules for Axis & Allies 1st; additional scenarios for China Incident #37; MacArthur #44, O'Connor's Offensive #41, End of the Iron Dream #42, Fight on the Beaches #40, Struggle for Stalingrad #47, Custer's Luck #45; review of SimCan's West Front.</p>									
13955	Struggle for Stalingrad #47 (w/ Mag)	n	New	Out-of-Print	0.5	1	\$15.00	\$15.00	\$10.00
<p>Last copy. ■ Mag & Game. Sml, div lvl, area move game of the German attempt to capture Stalingrad, Spt-Nov'42, while the Soviets cling to the rubble until the tide turns with their Uranus offensive. 6days/turn. C.Baslund'85 / ARTICLES ON: Struggle for Stalingrad designer's notes; review of Aces Hi; review of TSR's Cobra; Turn One of GDW's House Divided; replay of TFG's Battlewagon, TSR's Monty's D-Day, WEG's Air Cav.</p>									
13831	MacArthur, Road to Bataan #44 (w/ Mag)	n	New	Out-of-Print	0.7	1	\$12.00	\$12.00	\$9.00
<p>Last copy. ■ Mag & Game. Btl/rgt lvl gm of Jap. invasion of Luzon, Phillipines, Winter 1941. Sml Jap. force must sieze control of a large island with its key facilities intact from an ill-equipped but larger garrison. Garish map! 300 counters, 4days/turn, co/btl/rgt level. J.Green'85 / ARTICLES ON: A Tale of Two War Plans: The US & Japan in the Phillipines; strategy in Port Stanley #28; review of VG Pax Britannica; strategy for End of the Iron Dream #42; brief reviews of: GDW Arctic Front, VG Sixth Fleet; Origins '85.</p>									

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46344	China Incident #37 (w/ Mag)	n	New	Out-of-Print	0.8	1	\$15.00	\$15.00	\$10.00
<p>Last copy. ■ Mag & Game. Div/corp/army lvl gm of the war in China before Allied entry in war, 1937-41. Japanese fight the Nationalist Chinese, while the Nationalists must limit the growth of Communist Chinese as well. One of just a very few games on the war in China in WW2, plus its a decent game! 200 counters. L.Cochran'85 / ARTICLES ON: the Generalissimo's War in China; review of WEG's Killer Angels; Clash of Steel #31 replay; review of WEG's Druid; errata for Lutzen #32; brief reviews of The Royal Navy, TSR's The Adventuruses of Indian Jones. Keith Poulter interviews Wallace Poulter, his son.</p>									
12883	Lodz 1914, Blitzkrieg in the East #29 (w/ Mag)	n	New	Out-of-Print	0.5	1	\$12.00	\$12.00	\$9.00
<p>Last copy. ■ Mag & Game. German Nov 1914 offensive toward Lodz, Poland, attacks Russian forces in detail but massed Russian reinforcements stop them and encircle one corp which breaks out in an unexpected direction. A stalemate after game's end when German reinforcements arrive from the west. 3.2km/hex, 1day/turn. Relatively complex. D.Bolt'84 / ARTICLES ON: The Eastern Fron, Aug-Dec 1914; review of MIH's Ring of Steel; replay of VG's Ambush scenario 3; review of ADG's Empire in Arms 1st & GTD's Napoleon's Campaigns; brief reviews of Ace of Aces Flying Machines, MOORE's Operation Konrad, SIMCAN's Peloponnesian War 2nd, JERSEY Silo-14, Secret Agents, CLOSE's Hovertank.</p>									

XTR: Command Magazine (XTRCmd)

Listed in order of DEscending Issue #

53049	Fire Next Time / WarMaster III #51 (w/ Mag)	n	New	Out-of-Print	0.8	1	\$20.00	\$12.50	\$7.00
<p>Last copy w/ mag. ■ Mag + Game. Magazine with game. A timely look at the possibility of renewed hot war between two feuding neighbors , India & Pakistan, in the Asian subcontinent. Small div lvl game w/35mi hex, 2 day turns. 112 counters. T.Bomba'99 / Warmaster continues the series of chess variation (or continues to flog a dead horse) with another 64 counters. D.Elliott'99 / ARTICLES ON: the US Meuse-Argonne offensive, the last US WWI offensive; Brazil in WW2; Speculations on the Coming India-Pakistan War; Napoleon's First Italian Campaign, 1796-7; Poland in WW2.</p>									
102577	Death & Destruction#34 (w/ Mag)	n	Mint	Out-of-Print	1.6	1	\$35.00	\$12.50	\$9.00
<p>Rommel at Gazala components NOT included. 1 countersheet (#3 Soviet armor) printed off-center causing left-most digit of 2-digit attack factor to be obscured or cut off (eg 12 shows as 2). Correct AF apparent in all cases. Otherwise mint. W/ errata counters for Proud Monstr (2). Includes Rommel @ Gazala rules but no other components. ■ Mag + Game. Mag & single game (Rommel at Gazala NOT included). W/ errata counters for Proud Monstr (2). Includes Rommel @ Gazala rules but no other components. D&D is a kit adding 1080 counters, 1 map & rules to extend the earlier Proud Monster #27 game to cover the War in the East thru Apr 1944 - a total of 407 turns! T.Bomba'95 / ARTICLES ON: 1942-4 on the Russian Front; German Attack & Defense tactics in WW2; Evolution of Soviet Offensive Doctrine in WW2; the Luftwaffe's field divisions in WW2; Soviet artillery divisions in WW2; German Assault Gun AFVs; Demyansk Pocket 1942; Rommel at Gazala, June 1942; Disease in military history; battle of Manzikert, 1701.</p>									
30087	When Tigers Fight #26 (w/ Mag)	n	New	Out-of-Print	1.2	1	\$15.00	\$15.00	\$10.00
<p>Last copy ■ Mag & Game. Includes variant counters for Czech'38 (11), Back to Iraq 1st (6), When Eagles Fight Schlieffen East (18), Tiger of China variant (37). Larger but playable game of offensives in central China & the Burma-Indian front in 1944 as both side launch all-out offensives. 1mo/turn, 60km/hex, brig/div level, 352 counters. D.Webb'94 / ARTICLES ON: When Tigers Fight, War in Asia 1944; Fighting Nature, Insects, Disease & Japanese, the Chindit War in Burma; Killer Bs (Bombers) in China; Japan is Burning; Mysteries of Waterloo; Siege of Sevastopol 1854-5; Return to Teutoburger; Island of Death; What you Don't Know About WWII in Africa.</p>									
84570	Blitzkrieg '41, Barbarossa Campaign # 1 (w/ Mag)	n	Mint	Out-of-Print	0.8	1	\$15.00	\$15.00	\$9.00
<p>Last copy. ■ Mag & Game. Strategic level game of the first 9 months of the war in the USSR in World War II. Uses same game system as Tigers Are Burning & Sunrise of Victory. Good game: simpler, fast playing yet with a reasonable amount of nuances. 45mi/hex, monthly turns, corp/army level, 200 counters. T.Bomba'89 / ARTICLES ON: the Cost of the Iran-Iraq War; Barbarossa: Misconceptions, Half-Truths, Lies & Savagery, the Big Issues; Eagle & the Bear, the Russo-Polish War of 1920; The Luftwaffe in Spain; Soviet Defensive Techniques for Blitzkrieg '41.</p>									

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