

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

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

**Game Rating System Explained**

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

- Unpunched: NEW** - Unopened, in original shrink wrap. May have exterior box damage if noted. Same as an unopened MINT item.
- MINT** - Opened & unpunched. Some counters may have separated from tree on their own, but has never been played. May have component damage if noted. May also be perfect in every respect, noted by "PRISTINE" or "CHERRY".
- Punched: EXCEL** - A mint game that has been punched becomes "excellent". A few minor signs of wear may be included, easily replaced items (eg dice) may be missing, rules highlighted, or counters NEATLY clipped if this is noted. Complete. Older games may have proportionally greater signs of age.
- V.Good** - Shows signs of wear, use or slight abuse such as some soiling of rules or counters, modes staining, box tears, etc. Unique components complete or neatly replaced.
- Good** - Has some significant defect(s) that may be more aesthetic than functional. May be missing a few components.
- Fair** - Major defects, required parts damaged or lost; playable, but not collectable.

**KEY:** **Headings** New: Flags Newly Listed Games. **Game Only?:** Flags Game-onlys w/o Magazine **OoP:** Out of Print **Err:** Includes Errata (Y or n). **#-Players:** (1) solitaire; (3 or more, M) multiplayer  
**Box Type** FB=Flat Box LB=Large Flat Box+\$1.50 GB=Giant Box+\$4 SB=Small Flat Box BC=Bookcase Box DC=Double Bookcase HC=Half Bookcase SC=Sml Bookcase CA=3M Cassette GM=3M Gamette  
 Fo=Folio FT=SPI Flat Tray WT=SPI White Box IT=SPI Illustrated WT AL=YAQ Album HP=Plastic HC Tb=Tube NB=Notebook RL=Rolled En=Envelope zl=ziplocked n=not boxed  
**Game Scale** (1) Man-man, vehicle-vehicle (2) Tactical Low Level, (3) Grand Tactical, (4) Operational, (6) Strategic, (8) Holistic/systems, (9) Galactic, (A) Abstract, (Z) Various/Other, (blank) n/a or not rated.

**GAMING ACCESSORIES & Additional Lists** (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST

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**Gift Certificate in Any Desired Amount** 62695 **Misc Game Access** **CALL** **New** **n** **OoP** **Z**  
 Fine Games' GIFT CERTIFICATES are available in any \$ amount you desire. They're as good as cash, they never expire, and we can mail or email them to you FAST. Just contact to get or give one.  
**Photocopies** 14 **Misc Game Access** **CALL** **Excell** **n** **OoP** **Z**  
 Photocopies made from any available (opened) games, mags or parts. Minimum charge \$10 including postage in the US. Call to discuss.

**ACCESSORIES: Game Parts & Gaming Accessories** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**CDG Solo System Kit #1 2nd** 151640 **GMT Games** \$15.00 **New** **zl** **Z** 1  
 Kit that provides solitaire rules systems & play aids for seven of GMT's previously published card driven board games including Paths of Glory, For the People, Washington's War, Caesar, C&C Ancients, Samurai Battles. Serves the goals of adding the narrative flow of the war, increasing the fog of war, and reducing the overhead of the game system. Provides 2 card displays, a custom die, 4 markers, a rules summary & a play sheet for each covered game. Stuka Joe, Ken Kuhn'22  
**CDG Solo System Kit #2** 151351 **GMT Games** \$15.00 **New** **zl** **Z** 1  
 2nd kit for the Card Driven Games published by GMT. Provides 2 card displays, another custom die, 4 markers, rules summary & 9 playsheets for a variety of games. '23  
**PBM Instructions** 475 **AH Avalon Hill Game Co.** \$1.00 **Mint** **n** **OoP** **Z**  
 Play by Mail instructions for standard AH games: movement sequence, randomizing via sales-in-hundreds etc. Includes 2nd Ed PBM generic AH CRT (0-9), and also adaptations of key speciality tables for AK, Stalingrad, Tactics II, Bulge'65. Explains how to number the boards of early games: D-Day, Stalingrad, Waterloo, AK, Tactics II, Gettysburg'64, Bulge'65. '64 ■ PBM instructions for BB, DD, AK, GB64, SG, WL, Anzio, Luftw, PB.  
**SGS Region 9 Play Aids Kit** 69358 **Strategy Gaming Society** \$2.00 **Mint** **n** **OoP** **Z**  
 Charts & color maps created for 3 games previous published as intro games in books or mags: Waterloo 20 from Strategist v30 Issue 10 #339 (June 2000); Kassala from Complete Book of Wargames (1980); Drive on Metz from Complete Wargames Handbook.

**ACCESSORIES: Errata Countersheets & Parts (multiple games)** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Gamers Repl Counters 1992** 64746 **Gamers (% MMP)** \$4.00 **New** **n** **OoP** **Z**  
 Repl counters (only) for ITQF 2nd (1), BRS (16), Bloody 110 (1), Obj Schmidt (1) FEW (2), Omaha (56) Stalingrad Pocket (18), Guderian's Blitz 1st (42), EAW (2), BV (1). Total 140. '92  
**GMT 2023 Errata Counters** 151647 **GMT Games** \$8.00 **New** **n** **Z**  
 (Single 280 countersheet providing all known errata counter corrections for GMT games published in 2022-3. Provides counters for 13 games: Barbarossa AGC, GBoH Julius Caesar Deluxe, Under the Southern Cross, Pacific War, Seas of Thunder, Musket & Pike Dual Pack, Next War Poland & Supplement #3, Vietnam, Clash of Sovereigns, Fields of Fire With the Old Breed, Mr President, Border Reivers. '23

**ACCESSORIES: Counter Trays** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Counter Tray, UGG Style Bookcase Tray** 151601 **Udo Grebe Game Design Co.** \$3.25 **New** **n** **Z**  
 Udo Grebe's new 2pc, 20 compartment counter tray w/ clear snap on lid. aka as GMT as they're sold thru them in the US. Each compartment is about 2.1 x 1.1 x 0.6" (less the depth of the tray cover, about 0.1") '04  
**Counter Trays, UGG Style Bookcase 5-Pak** 151265 **Udo Grebe Game Design Co.** \$15.00 **New** **FB** **Z**  
 FIVE-Pak of Udo Grebe's new 2pc, 20 compartment counter tray w/ clear snap on lid. aka as GMT as they're sold thru them in the US. Each compartment is about 2.1 x 1.1 x 0.6" (less the depth of the tray cover, about 0.1") '04

**ACCESSORIES: Hex Maps & Playing Boards** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Hex Map Sheet, Blank, 16 or 19mm, L or S** 62635 **GMT Games** \$2.50 **New** **n** **Z**  
**Hex Map Sheet, Blank, 16mm Long Grain** 151650 **GMT Games** \$3.50 **New** **n** **Z**  
 22x34" non-coated, folded paper with 16mm hexes with grain running down long dimension, and each hex is numbered. '99  
**Hex Map Sheets, 16mm LONG Grain 7pak** 151259 **GMT Games** \$20.00 **New** **n** **Z**  
 SEVEN 22x34" non-coated, folded paper maps with 16mm hexes with grain running along long dimension, and each hex is numbered. '99

**ACCESSORIES: Counter Sheets (Blank & Preprinted)** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Counter Sheet, Blank 1/2" White (280)** 151378 **GMT Games** \$4.25 **New** **n** **Z**  
 Full sheet (280) of 1/2" counters, all white with no printing.  
**Counter Sheets, Blank 1/2" Wht (280) 5Pk** 151524 **GMT Games** \$21.00 **New** **n** **Z**  
 Multi-pack containing FIVE full sheet 1/2" countersheets, each with 280 counters, all white with no printing. Total of 1400 counters. Sold as a bundle to reduce shipping costs.  
**Counter Sheets, Blank 9/16" Wht (114) 5pk** 151522 **GMT Games** \$10.00 **New** **n** **Z**  
 Multi-pack containing FIVE copies of 9/16" countersheets, each with 114 blank counters, all white, for a total of 570 counters. No printing at all. '13  
**Mayfair Promo Expansion Set #11** 151493 **Mayfair Games** \$2.00 **New** **n** **OoP** **A**  
 Countersheet w/ 5 new counters for Caverna game including 4 new Furnishing tiles plus a large Supply Board to hold them. No rules needed but descriptive info included. '14

**ACCESSORIES: Dice & Dice Accessories** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Dice, d6 1" Oversized** 89105 **Miscellaneous Publishers** \$0.50 **Mint** **n** **OoP** **Z**  
 Four avail. ■ 1" d6 cube w/ rounded corners, white w/ black pips. Large size makes these unusual. Rounded corners avoids dice dings in your mapboards.  
**Halfies Dwarf Dice Set (7), Beard Brown** 140754 **Gate Keeper Games** \$2.00 **New** **SC** **OoP** **Z**  
 Set of 7 dice for RPG game in Beard Brown & Mountain Stone coloration, packaged in a rook tower case.

**MAGAZINES (only)** (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST

**MAGAZINES Issues of Note (uncategorized)** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Europa: Clash of Titans Scenario** 10780 **Games Research & Design** \$1.00 **Mint** **n** **OoP** **Z**  
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**GENERAL Magazines** 95828 **AH Avalon Hill GENERAL Ma** **CALL** **V.Gd or Better** **n** **OoP** **Z**  
 Looking for a General Magazine? A relative few with detailed descriptions are listed here but see our MAG-ONLY PRICE LIST for a complete & succinct listing: www.FineGames.com/text/mag\_prc.pdf ■

Game Title (& Edition or Issue #)	Game	Price EA	General	Box	Out-of Errata	Game #-of
Specific (Condition, Subject, Designer, Year)	Only? Part# Publisher Name	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale Plyrs
<b>Magazines (Only)</b>	<b>95149 Miscellaneous Publishers</b>	<b>CALL</b>	<b>Excell or Mint</b>	<b>n</b>	<b>OoP</b>	<b>Z</b>
Looking for a Magazine (without game)? A few are listed here but see our MAG-ONLY PRICE LIST for a complete & succinct listing: <a href="http://www.FineGames.com/text/mag_prc.pdf">www.FineGames.com/text/mag_prc.pdf</a> ■						
<b>MAGAZINES Wargame Magazines</b>						
	M.Dean@FineGames.com				h 866-690-7878	10am - 9pm P
<b>ASL: Journal #13</b>	<b>151456 Multi-Man ASL JOURNAL</b>	<b>\$51.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>Z</b>
52 page mag supporting the ASL Advanced Squad Leader system with 33 new scenarios on cardstock, errata, new ASL board #77 & updated overlay X20. '23						
<b>Boardgame Journal (FGA) # 1</b>	<b>151464 FGA Board Game JournalMag</b>	<b>\$3.00</b>	<b>Excell</b>	<b>n</b>	<b>OoP</b>	<b>Z</b>
Last copy. A couple of very sml, minor abrasions & signs of wear on mag cover. Inside pages clean. ■ ARTICLES ON: Intro to the BGJ; Why the Germans Quit in 1918; Ships of the Pacific War, pt.1, the Japanese; Preview of Eagle & the Sun Game; Fictional Novel of WWII Airborne Operations; Brown Water Navy in Vietnam, interview with NC1 James Smith; Transcripts of Jane Fonda's Vietnamese Broadcasts. '91						
<b>C3i # 2</b>	<b>128913 GMT C3i Magazine</b>	<b>\$22.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>Z</b>
Does NOT include 40-counter insert. Otherws cherry. Last copy. ■ Note that counters mentioned as published in this issue were in fact published with C3i #4. ARTICLES ON: History of the Battle of Mine Run and GMT's 1863; Strategy for Persia in Battle of Issus 333BC; Gustavus Adolphus & the Dawn of Modern Warfare; pt.1 of SPQR Module Hammer of God, Judea v Seleucids, 167-160BC; Arctic Storm Strategy & Replay & the Battle of Suomussalmi; Clarifications for Great Battles of Alexander, Juggernaut, 1863, Thunderbolt & Apache-Leader; Global Turmoil in the 1990s, Pax Americana Iran & the Future. '93						
<b>C3i # 6</b>	<b>51753 GMT C3i Magazine</b>	<b>\$10.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>Z</b>
w/SPQR modules for Btl of Telamon, 225BC, Mago in Celt-Iberia, 207BC, & Btl at the Po River, 203BC; ARTICLES ON: Schweinfurt Raids scenario for 8th Air Force. Variants for Rise Luftwaffe, Britain Stands Alone, 3Days Gettysburg. Errata for Brit Stands Alone, 3Days Gettysburg, 8th AF, Diadochi. '96						
<b>C3i # 8</b>	<b>151492 GMT C3i Magazine</b>	<b>\$25.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>Z</b>
Mag & inserts. Magazine supporting GMT's extensive line of boardgames. ARTICLES ON: Errata for Btl for N.Africa, Crisis:Sinai. Play aid inserts for Btl for N.Africa, Samurai, Norway. Simplified std rules for Great Btl of History. Scenarios for Btl N.Africa, SPQR, Typhoon. '97						
<b>C3i #12</b>	<b>53244 GMT C3i Magazine</b>	<b>\$75.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>Z</b>
Last copy. ■ w/ 140 counters (BtIs N.Africa(12), June 6 (12), River Death (80), 3Days (12), DiF Zero (8), War Galley (6), & others). Also card inserts for DiF (3), War Galley scenarios (2) and AGN (2). ARTICLES ON: War Galley scenarios, DiF Israeli War of Independence campaign, Tigers in the Mist analysis & replay, Justinian game v. history, multi-player War Galley rules, Barbarossa Army Group North alternative bombardment rules, Saratoga/Brandywine combat techniques, Companion units in Successor (AH), J.Caesar Thapsus strategy & Rubicon analysis. Mag increased in size to 50pgs, but price nearly doubled. '00						
<b>C3i #14</b>	<b>58535 GMT C3i Magazine</b>	<b>\$45.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>Z</b>
Last copy. ■ Excellent mag supporting GMT's games. Includes scenarios for SPQR, War Galley, Caesar, variants for Battle Line & Hornet Leader, a Triumph & Glory add-on kit including a map & 140 counters., ARTICLES ON: Zero campaign covering the Neatherlands East Indies 1942 (w/ 3 cards), 6 June Brit 1st airborne variant, 2 8th AF target cards, Barb AGS replay, Paths of Glory strategy, and errata for Zero, Wildneress War, Simple GBOH. 52pgs. '02						
<b>C3i #16</b>	<b>71329 GMT C3i Magazine</b>	<b>\$55.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>Z</b>
Last copy. ■ With Churubusco variant for Gringo! w/ new rules & 136 counters (+ 4 errata counters for World at War); also includes 4 sheets of cards & scenarios for Down in Flame Aleutian '42 campaign. 48pg mag with ARTICLES ON & scenarios for GMT games: SPQR scenario for Agrigentum & Adys; strategy for Reds!, Rise of Roman Republic, and Von Manstein's Backhand Blow; Down in Flames campsigns for Aleutians (w/ cards) & Bismarck Seas 1943 (both for Zero & Coarsiers/Hellcats); and Ruin of the Reich 1944 scenario for Europe Engulfed designed for 2 players (ala Btl for Germany); and June 6 strategy. '05						
<b>C3i Magazine #20</b>	<b>103872 GMT C3i Magazine</b>	<b>\$60.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>Z</b>
Last copy. ■ Includes professional version of DRIVE ON METZ intro game w/ 28 counters & map, suitable for beginners. Also includes variant/errata counters for SPQR Herdonia & Syphax scenario2 (44); Pax Romana (30), Asia Engulfed (4), Combat Command (1), Empire of the Sun (6), 1914, Twilight in East (20). ARITICLES ON: Combat Commander Mediterranean scenario 14 playthru; SPQR battles of Herdonia, 212 & 210BC, and Syphax, 213 & 212BC; Empire of Sun optional rules; Great War in Europe events glossary; Command & Colors scenarios; Flying Colors Trafalgar campaign module; Japanese opening moves in Asia Engulfed; Greco-Persian War (570-300BC) scenario for Pax Romana; Down in Flames Zero early years dogfight scenarios; designer's notes for Stalin's War; GMT's top 20 games. '08						
<b>C3i Magazine #21</b>	<b>88598 GMT C3i Magazine</b>	<b>\$50.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>Z</b>
A meaty issue w/ variant counters for Pax Romana (14), Clash of Monarchs (6); SPQR (14); Caesar, Conquest of Gaul SPARTACUS scenario & counters (40); Barbarians (24); For the People II (6). Combat Commander map insert, 26 counters; Commands & Colors addtl scenario inserts (2); Twilight Struggle card inserts (2); pack of Empire of the Sun cards; Combat Commander Europe variant rules, new scenarios, etc. ARTICLES ON: Empire of the Sun strategy; SPQR Grumentum scenario; Manoeuvre strategy & design notes; Flying Colors Trafalgar scenarios; Pax Romana scenario; Successors strategy; Down in Flames Zero & Corsairs campaign; For the People variant rules; SPQR & War Galley 2nd Punic War campaign game rules. '09						
<b>C3i Magazine #23</b>	<b>96982 GMT C3i Magazine</b>	<b>\$65.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>Z</b>
Last copy. ■ Mag & Game. Inserts include 140 counters for Jena 20 game (40), Chandragupta (18), Barbarossa Kiev to Rostov (2), 1914 Twilight in the East (3), Ship of the Line (10), Elusive Victory (10), SPQR (4), Dead of Winter (18), PQ-17 (2), For the People II (18), Pursuit of Glory (2), 9 others.,Complete Jena 20 game; Chandragupta variant; PQ-9/10 scenario; SPQR Elephant Victory scenario; For the People Naval Card Variant Effects; FAB Bulge Set-up Aid & Asset Capabilities Mix; Combat Commander Scenario 103 & 110 scenarios; Commands & Colors Epic Ancients scenario card. ARTICLES ON: For the People 10th anniversary variant rules; Hellenes developer's notes & strategy; Pursuit of Glory analysis; SPQR Elephant Victory scenario, 277BC; PQ-17 strategy & tactics; Combat Commander Stalingrad scenario 35 analysis; Kutuzov survival strategy; Paths of Glory & the Low Countries; Coromandel Campaign 1758-9 for Flying Col						
<b>C3i Magazine #24</b>	<b>95351 GMT C3i Magazine</b>	<b>\$59.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>Z</b>
Last copy ■ w/ 140 counters (Btl Normandy (66), SPQR War Elephant (4), Chariots of Fire (3), SPQR Crotona (3), SPQR (6), Serpents of Sea (12), Hellenes (14), Ship of Line (2), Elusive Victory (18), Washington's War (14)); 4 insert cards for Hellenes; Scheldt campaign insert for Combat Commander; C&C Camulodunum & Mona Insulis scenario insert; SPQR player aid card insert; 4 Btl for Normandy play aid inserts; 2 Washington's War inserts; Jena 20 play aid insert. ARTICLES ON: Asymmetrical strategy in Washington's War; Optional rules & scenario variants for Btl for Normandy; Hellenes campaign game strategy & play hints; Combat Commander index to C3i articles; 6 New aircraft for Elusive Victory w/ 3 scenarios; designers' notes for P500 games; Asia Engulfed analysis & strategy; SPQR Crotona scenario; Caucasus Campaign strategy. '10						
<b>C3i Magazine #25</b>	<b>151491 GMT C3i Magazine</b>	<b>\$89.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>A</b>
Last copy. ■ Mag & Game. Includes Battle for Moscow 2nd, a complete & colorized update of this great beginners game of the German assault on Moscow, 1941; 124 counters (44 Btl Moscow; 1 Successors; 1 Caucasus; 2 Labyrinth; 10 Normandy'44; 32 Ardenes'44; 19 Asia Engulfed; 1 Washington's War; 12 Clash Monarchs); Labyrinth optional rules insert & decision flow inserts; Flying Colors fleet scenarios insert; SPQR scenarios insert; Combat Command scenario insert; Commands & Colors Epic Ancients II inserts. ARTICLES ON: Labyrinth developer's notes & use in the classroom; Gamer profile of Jeremy Antley; SPQR scenarios Baies River 236BC & Tader River 228BC; Flying Colors & Serpents of the Seas tour; Card Drive Games by Mark Herman; Japanese opening moves in New Guinea & the Solomons in Empire of the Sun; index to C3i mag articles & inserts for Empire of the Sun; Charles Roberts memorial, the founding years & 1988 interview; Clash of Giants strategy; CC New G						
<b>Fire &amp; Movement (Dec Gms) # 88</b>	<b>151466 DecGms FIRE &amp; MOVEMENTMag</b>	<b>\$2.50</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>Z</b>
Last copy. ■ ARTICLES ON: Review & analysis of Imperator & Ancients; Profile of AH Guadalcanal '92; Profile of XTR Victory in Normandy; Profile of ADG Fatal Alliances 1st; Profile of INTERPHASE Jubile, Dieppe 1942; Part 7 of the American Civil War Game Anthology: Early 1863 games; brief reveiws & analyses of: Roman Civil War #157; 3W Age of Chivalry; XTR Cortes #20; 3W Napoleon's Later Battles; AH Deluxe Diplomacy; White Eagle Eastward #156; AH Croix de Guerre; MOORE Op Seyavino 1942. '93						
<b>General Magazine 2/3</b>	<b>74064 AH Avalon Hill GENERAL Ma</b>	<b>\$3.00</b>	<b>V.Good</b>	<b>n</b>	<b>OoP</b>	<b>Z</b>
PHOTOCOPY made in the early 70s of entire mag. Clean, but nature of early photocopies is less than clear & sharp. Clean. 1x3 Inventory label on cover. ■ Very early issue of the General, with some good strategy articles but overall of interest only to serious collectors. Very rare.						
<b>General Magazine 2/4</b>	<b>74065 AH Avalon Hill GENERAL Ma</b>	<b>\$3.00</b>	<b>V.Good</b>	<b>n</b>	<b>OoP</b>	<b>Z</b>
PHOTOCOPY made in the early 70s of entire mag. Clean, but nature of early photocopies is less than clear & sharp. Clean. 1x3 Inventory label on cover. ■ Very early issue of the General, with some good strategy articles but overall of interest only to serious collectors. Very rare.						
<b>General Magazine 11/6</b>	<b>106888 AH Avalon Hill GENERAL Ma</b>	<b>\$4.00</b>	<b>Excell</b>	<b>n</b>	<b>OoP</b>	<b>Z</b>
Coupon clipped on insert, marring a portion of the Waterloo order of appearance play aid. Last copy. ■ ARTICLES ON: Richtofen analysis, campaign scenarios & solitaire rules; Waterloo OoB play aid (but in half & lost in this issue); Soviet tactics in Panzerblitz; Third Reich 1st errata; Third Reich replay; 1776 strategy for Greene's Campaign scenario; index to article subject matter & issues 4/1-11/5. '75						

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-Of	Errata	Game #-of					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
<b>General Magazine 13/2</b> Insert not included. Last copy. ■ Insert does not have any variants. ARTICLES ON: Tactics in Wooden Ships & Iron Men w/ 10 additional scenarios & designer's notes; Changes in Third Reich 2nd ed; Playthru of a remarkable game of postal Diplomacy among skilled players; Russian Campaign errata. '76		84711	AH Avalon Hill GENERAL Ma	\$4.00				V.Good	n	OoP		Z	
<b>General Magazine 14/6</b> No insert. 1x3 Inventory label on cover. ■ ARTICLES ON: D-Day optional rules & game evolution analysis; Victory in the Pacific replay; Panzer Leader DYO scenario unit values; addtl scenarios for Caesar's Legions; Operation Crusade scenario for Tobruk. '78		65759	AH Avalon Hill GENERAL Ma	\$2.50				V.Good	n	OoP		Z	
<b>General Magazine 14/6</b> ARTICLES ON: D-Day optional rules & game evolution analysis; Victory in the Pacific replay; Panzer Leader DYO scenario unit values; addtl scenarios for Caesar's Legions; Operation Crusade scenario for Tobruk. '78		106907	AH Avalon Hill GENERAL Ma	\$4.00				Excell	n	OoP		Z	
<b>General Magazine 15/2</b> Original. Includes Panzer Leader 1940 scenario insert, but not contest/ad insert. ■ Original printing. Insert. ARTICLES ON: Panzer Leader 1940 variant w/ rules & 10 scenarios (counters depicted in article but published separately); Stalingrad variant rules (closest to "any official revision we could come up with"); interview w/ Andrew McNeil; Third Reich 1st clarifications; D-Day '77 design notes; Rail Baron strategy; air power in Victory in the Pacific. '78		111907	AH Avalon Hill GENERAL Ma	\$4.00				Excell	n	OoP		Z	
<b>General Magazine 15/2-Reprint</b> Reprint with monochrome cover. Mag mildly curved along spine due to being store in an AH sized box, otherwise EX. ■ Reprint. ARTICLES ON: Panzer Leader 1940 variant w/ 12 additional scenarios, unit analysis & composition; Stalingrad revision; Andrew McNeil interview; Third Reich 1st clarifications; D-Day redesign to '77; Rail Baron 4th person strategy; Central Pacific gambit in VITP. '78		78899	AH Avalon Hill GENERAL Ma	\$3.00				V.Good	n	OoP		Z	
<b>General Magazine 15/4</b> No insert. Last copy. ■ Strategic Submarine insert. ARTICLES ON: Strategic Submarine campaign variant; 10 addtl Submarine scenarios; Panzerblitz situation X with players selection forces & objectives secretly; Third Reich early options revisited; Squad Leader PBM; Wavre scenario for Waterloo; Caesar's Legions replay. '79		111909	AH Avalon Hill GENERAL Ma	\$3.00				Excell	n	OoP		Z	
<b>General Magazine 16/4</b> No insert. Last copy. ■ Insert. ARTICLES ON: Magic Realm analysis, strategy, errata & addtl rules; Cross of Iron scenario analysis; diplomacy in Third Reich; Russian Campaign replay. '79		84734	AH Avalon Hill GENERAL Ma	\$4.00				Excell	n	OoP		Z	
<b>General Magazine 16/6</b> With insert. ■ Insert & Anzio 4-player Diadem scenario insert. ARTICLES ON: Dune overview & strategy; Diplomacy 1914 variant; Hunting scenario for Outdoor Survival; Opponents Wanted survey & summary; CRT analysis; 4 player Diadem scenario for Anzio 2nd, designers notes, plus replay; Probability in Panzerblitz; Area PBM rules. '80		106921	AH Avalon Hill GENERAL Ma	\$4.00				Mint	n	OoP		Z	
<b>General Magazine 16/6</b> W/ insert & Anzio 4-player Diadem scenario insert. Mag cover has dog ear. ■ Insert & Anzio 4-player Diadem scenario insert. ARTICLES ON: Dune overview & strategy; Diplomacy 1914 variant; Hunting scenario for Outdoor Survival; Opponents Wanted survey & summary; CRT analysis; 4 player Diadem scenario for Anzio 2nd, designers notes, plus replay; Probability in Panzerblitz; Area PBM rules. '80		99234	AH Avalon Hill GENERAL Ma	\$5.00				Excell	n	OoP		Z	
<b>General Magazine 17/2</b> 1x3 Inventory label on cover. Last copy. ■ ARTICLES ON: Cross of Iron overview; guide to AH's PC software (now ancient history); Waterloo variant scenario for 15 June; interview w/ Frank Davis; Crescendo of Doom clarifications; Victory in the Pacific replay. '80		65611	AH Avalon Hill GENERAL Ma	\$4.00				Excell	n	OoP		Z	
<b>General Magazine 17/4</b> 1x3 Inventory label on cover, otherwise new. ■ ARTICLES ON: German strategy in Fortress Europa; playing Fortress Europa by mail; Fortress Europa (1st AH ed) errata & optional air war system; weather rules for Midway'64; Cross of Iron replay of Gen 17/2 scenario, pt2; TKO in Three Japanese gambit for Victory in the Pacific; Tory & Indian War of 1778 scenario for 1776; Wizard's Quest overview; Starship Trooper'76 variant for Bug forts & Terran tanks; Allied strategy in Napoleon. '80		75312	AH Avalon Hill GENERAL Ma	\$4.00				New	n	OoP		Z	
<b>General Magazine 17/6</b> 1x3 Inventory label on cover otherwise new. ■ Insert. ARTICLES ON: Soviet defense in Stalingrad; pirates variant for Woodenship & Iron Men; revising War at Sea w/ recommended ship value changes (including VitP); Third Reich replay pt2; Squad Leader clinic, the advance phase; Longest Day errata; Barbarian strategy in Caesar's Legions; interview w/ Kevin Zucker; counter the TKO in Three gambit in Victory in the Pacific; revised Viipuri defense plan in Russian Campaign. '81		75302	AH Avalon Hill GENERAL Ma	\$5.00				New	n	OoP		Z	
<b>General Magazine 18/1</b> 1x3 Inventory label on cover, otherwise new. ■ ARTICLES ON: Fury in the West 2nd overview & analysis; analysis of Bismarck'78 basic & adv game tactical combat systems; SL clinic on quiz on basic inf tactics; 2 player variant for Dune; Negotiation in Diplomacy pt1; Afrika Korp '80 rules overview; interview w/ Tom Dalgliesh; Panzerblitz scenario 6; opponents wanted survey pt3; Persian strategy in Alexander; French strategy in War & Peace. '81		75321	AH Avalon Hill GENERAL Ma	\$5.00				New	n	OoP		Z	
<b>General Magazine 18/2</b> 1x3 Inventory label on cover, otherwise new. ■ ARTICLES ON: Air Force aircraft analysis plus 10 new scenarios; adding decoy counters & hidden movement to Afrika Korp; Third Reich 3rd overview; improvements to Tobruk; DYO scenarios using point values in Arab-Israeli Wars; Allied counters to Japanese strategies in Victory in the Pacific; Strategy in Diplomacy, pt 2; German setup in D-Day; SL clinic on bunkers; interview w/ Dale Sheaffer. '81		75323	AH Avalon Hill GENERAL Ma	\$4.00				New	n	OoP		Z	
<b>General Magazine 18/4</b> 1x3 Inventory label on cover, otherwise new. ■ ARTICLES ON: Gladiator overview, analysis, maneuver variant, Gladiator v Beast variant (w/ insert); probability analysis of Gladiator; SL survey; tactical combat variant for Luftwaffe; War & Peace 1812 scenario replay; SL wire clinic; Alan Moon interview; Air Assault on Crete analysis & strategy, & PBM system; changes for On to Berlin scenario in Fortress Europa; Allied strategy in War at Sea; basic German alternatives in Afrika Korps. '81		75331	AH Avalon Hill GENERAL Ma	\$4.00				New	n	OoP		Z	
<b>General Magazine 18/4</b> ARTICLES ON: Gladiator overview, analysis, maneuver variant, Gladiator v Beast variant (w/ insert); probability analysis of Gladiator; SL survey; tactical combat variant for Luftwaffe; War & Peace 1812 scenario replay; SL wire clinic; Alan Moon interview; Air Assault on Crete analysis & strategy, & PBM system; changes for On to Berlin scenario in Fortress Europa; Allied strategy in War at Sea; basic German alternatives in Afrika Korps. '81		84741	AH Avalon Hill GENERAL Ma	\$3.00				Excell	n	OoP		Z	
<b>General Magazine 18/6</b> 1x3 Inventory label on cover, otherwise new. Last copy. ■ Insert with British VitP OoB. ARTICLES ON: Flattop 2nd overview; & errata; Flattop Midway & Wake scenarios w/maps; Flattop optional rules; British air arm in Flattop; British fleet in Victory in the Pacific; air tactics in Midway'64; Native policy elaboration for Source of the Nile; Pacific scenarios for Submarine; Blitzkrieg variants. '82		75337	AH Avalon Hill GENERAL Ma	\$6.00				New	n	OoP		Z	
<b>General Magazine 19/1</b> 1x3 Inventory label on cover. Last copy. ■ ARTICLES ON: Storm over Arnhem analysis & strategy; Storm Over Arnhem mini game scenario; Storm over Arnhem replay pt1 & designers notes; Longest Day overview pt1 & scenario analysis; German strategy for invading France in Third Reich; Down with the King design notes & errata; Tobruk defensive tactics. '82		64561	AH Avalon Hill GENERAL Ma	\$4.00				Excell	n	OoP		Z	
<b>General Magazine 19/2</b> 1x3 Inventory label on cover. Last copy. ■ ARTICLES ON: design notes for Btl of the Bulge'81, w/ 2 addtl scenarios; German opening moves in Bulge'81; Bulge'81 2nd ed rules changes w/ revised CRT insert; Longest Day overview pt2; blind Squad Leader variant; Storm Over Arnhem replay pt2; Longest Day errata. '82		111170	AH Avalon Hill GENERAL Ma	\$5.00				Mint	n	OoP		Z	
<b>General Magazine 19/4</b> Last copy. Spine worn thru on half its length & repaired with magic tape. Otherws Excel. ■ Ramses II variant insert. ARTICLES ON: Civilization overview & strategy; Diplomacy negotiation; Circus Max 2nd update; Circus Max & Gladiator link; Oh-Wah-Ree; Alexander Ramses II variant; Trirreme scenarios from Peloponnesian War; Wizard's Quest scenario; SL clinic on basic inf tactics; defeating USSR in Third Reich. '82		151471	AH Avalon Hill GENERAL Ma	\$3.00				V.Good	n	OoP		Z	
<b>General Magazine 19/6</b> Includes insert. Last copy. ■ Insert. ARTICLES ON: PBM Victory in the Pacific w/ si-move; Victory in the Pacific replay; diplomacy in Third Reich; Italy in Diplomacy; grading AH games for historicity; gannmastered Flattop; naval fire & duds in Bismarck'78; Naval War; Soviet subs in Submarine; Submarine variant rules; SL clinic on rubble & roadblocks. '83		99265	AH Avalon Hill GENERAL Ma	\$5.00				Excell	n	OoP		Z	
<b>General Magazine 20/1</b> Includes insert. ■ Insert. Articles include: SL: GI Anvil Victory preview & analysis, scenario analysis, design debate. errata; Victory in the Pacific replay. '83		99268	AH Avalon Hill GENERAL Ma	\$4.00				Excell	n	OoP		Z	
<b>General Magazine 20/1</b> Includes insert. ■ Insert. Articles include: SL: GI Anvil Victory preview & analysis, scenario analysis, design debate. errata; Victory in the Pacific replay. '83		99267	AH Avalon Hill GENERAL Ma	\$4.00				Excell	n	OoP		Z	
<b>General Magazine 20/3</b>		151472	AH Avalon Hill GENERAL Ma	\$4.00				Excell	n	OoP		Z	

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
w/ insert including Frederick the Great variant. 1x3 Inventory label on mag cover. ■ Insert includes Frederick the Great variant counters (43). ARTICLES ON: Frederick the Great strategy; adding diplomacy to Frederick the Great; additional scenarios for Frederick the Great (6 yearly scenarios 1740-45); analysis of Panzerblitz scenarios 14-25 (published in the Wargamers Guide to PB); Montcalm & Wolfe French & Indian War 1759 scenario for 1776; Down With the King analysis & new options; Diplomacy strategy; additional rules plus strategy for Conquistador; survey of game ratings in the General. '83													
<b>General Magazine 20/4</b>		<b>99274</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$5.00</b>				<b>Excell</b>	n	OoP			Z
Includes insert. Last copy. ■ Insert w/ SL Scen O. ARTICLES ON: tour of Freedom in the Galaxy; PBM system for Starship Troopers & Dune; Diplomacy strategy; learning Squad Leader; another look at Blitzkrieg '75; SL clinic, concentration of force; new event cards for Kingmaker. '83													
<b>General Magazine 20/5</b>		<b>65191</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$5.00</b>				<b>New</b>	n	OoP			Z
1x3 Inventory label on cover. Otherws new. Last copy. ■ Insert. ARTICLES ON: Bull Run replay & history of commanders present; Bull Run Confed opening placement; Little Round Top analsis; Diplomacy; Gunslinger scenario; leaders in intermediate Gettysburg '77; Wooden Ships & Iron Men scenarios involving the fictional character Richard Bolitho by Arthur Kent. '84													
<b>General Magazine 20/6</b>		<b>56710</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$4.00</b>				<b>Excell</b>	n	OoP			Z
w/ insert. 1x3 Inventory label on cover. Last copy. ■ Insert & B-17 & Air Force variant inserts. ARTICLES ON: B-17 analysis; Origins '83 B-17 tournament; British Bomber charts for B-17; B-17 aircraft variants; Allied strategy in Luftwaffe; fighter analysis in Dauntless 2nd; Allied invasion options in Fortress Europa 2nd; Japanese jaws plan in Midway '64; Bull Run replay pt 2; Guns of August Second Balkans War scenario; SL scenarios SSTK 1a & b. '84													
<b>General Magazine 21/1</b>		<b>99280</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$4.00</b>				<b>Excell</b>	n	OoP			Z
w/insert. Last copy. ■ ARTICLES ON: 2nd ed Up Front rules changes; card play in Up Front; Up Front analysis & Scenario A replay; British setup options in Storm Over Arnhem; GI Anvil scenario analysis; Allied defensive setup in Russian Campaign; D-Day Allian invasion possibilities. '84													
<b>General Magazine 21/6</b>		<b>64565</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$3.00</b>				<b>V.Good</b>	n	OoP			Z
No insert. Some wear to the edges of mag. 1x3 Inventory label on cover. Does not contain Victory magazine. Last copy. ■ Insert including Arab-Israeli Lebanon & Firepower variants. ARTICLES ON: infantry in Firepower; Firepower campaign rules; Firepower scenario 3 replay; scenario analysis in Arab-Israeli Wars; Blitzkrieg '85 tourney rules; Tactics II amphibious variant; Arab-Israeli Wars Lebanon scenarios (5); SL clinic. '85													
<b>General Magazine 22/1</b>		<b>111867</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$3.00</b>				<b>Excell</b>	n	OoP			Z
w/ Gunslinger insert; does NOT include Victory mag. ■ Insert. ARTICLES ON: analysis on Panzer Arme Afrika 2nd; ammo choice in Tobruk; errata & variants for Down With the King; heavy weapons in Trireme 2nd; PBM rules for Gunslinger; target aspect issues in Tobruk; analysis of Malta from Air Assault on Crete; Diplomacy; British deployment in War at Sea; Afrika Korp Op Compass (June 1940) variant; playing Egypt in Civilization; German Mediterranean strategy in Third Reich. '85													
<b>General Magazine 22/1</b>		<b>99291</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$3.00</b>				<b>Excell</b>	n	OoP			Z
w/ Gunslinger insert. Does not include Victory mag. ■ Insert. ARTICLES ON: analysis on Panzer Arme Afrika 2nd; ammo choice in Tobruk; errata & variants for Down With the King; heavy weapons in Trireme 2nd; PBM rules for Gunslinger; target aspect issues in Tobruk; analysis of Malta from Air Assault on Crete; Diplomacy; British deployment in War at Sea; Afrika Korp Op Compass (June 1940) variant; playing Egypt in Civilization; German Mediterranean strategy in Third Reich. '85													
<b>General Magazine 22/5</b>		<b>99296</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$4.00</b>				<b>Excell</b>	n	OoP			Z
w/ insert. Last copy. ■ Insert. Devil's Den strategy & advanced rules & errata; 5 Gunslinger scenarios; tactics & Union strategy in Bull Run; PBM Diplomacy; Stellar Conquest variants; interview w/ Bruce Shelley; Diplomacy; plotting revolts in Freedom in the Galaxy 2nd; SL scenario 3000. '86													
<b>General Magazine 23/3</b>		<b>67070</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$3.00</b>				<b>Excell</b>	n	OoP			Z
1x3 Inventory label on cover. ■ Insert w/ 1 ASL scenario bound into mag. ARTICLES ON: Adding little ships to Submarine (w/ counters); British in Submarine including 10 scenarios; SL clinic on reserves; variant scenario for Hitler's War; weapons of mass destruction in Blitzkrieg; ASL Beyond Valor scenario 8 replay; revisions to Battle of the Bulge '81. '86													
<b>General Magazine 23/3</b>		<b>99319</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$4.00</b>				<b>Excell</b>	n	OoP			Z
Insert w/ 1 ASL scenario bound into mag. ■ Insert w/ 1 ASL scenario bound into mag. ARTICLES ON: Adding little ships to Submarine (w/ counters); British in Submarine including 10 scenarios; SL clinic on reserves; variant scenario for Hitler's War; weapons of mass destruction in Blitzkrieg; ASL Beyond Valor scenario 8 replay; revisions to Battle of the Bulge '81. '86													
<b>General Magazine 23/5</b>		<b>67518</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$4.00</b>				<b>New</b>	n	OoP			Z
1x3 Inventory label on cover. ■ Insert including ASL scen F & G bound in mag. ARTICLES ON: Knights of Air design, addtl scenarios; Waterloo revision with new CRT, morale, OoB, etc; Allied options in Third Reich; More city targets for B-17; Manuevers for Richthofen's War; strategy in Victory in the Pacific; SL clinic on killing Tiger tanks. '87													
<b>General Magazine 24/1</b>		<b>99310</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$4.00</b>				<b>Excell</b>	n	OoP			Z
Insert w/ 2 ASL scenarios (DASL A, ASL H) bound in mag. Last copy. ■ Insert w/ 2 ASL scenarios (DASL A, ASL H) bound in mag. ARTICLES ON: ASL DIY scenarios; ASL Steets of Fire replay of scenario 1 pt 1; SL clinic on night; Axis strategy in Russian Campaign; central European conflict in Firepower with scenarios; DASL scen A, ASL scen H; new scenarios for Sixth Fleet; additional units & rules for NATO; Russian first turn in Russian Front plus errata; Soviet victory in Panzergruppe Guderian. '87													
<b>General Magazine 24/3</b>		<b>67018</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$4.00</b>				<b>Excell</b>	n	OoP			Z
w/insert. 1x3 Inventory label on cover. ■ Insert including 2 ASL Scenar G4-5 bound into mag. ARTICLES ON: Diplomacy PBM replay among players who don't know one another; Diplomacy & history; strategies in PBM Diplomacy; ASL scenarios G5 & G6; First turn strategy in Hitler's War 2nd; player nots for Empires in Arms; Hiter's War rule revisions; strategy in Dark Emperor; strategy in Pacific War. '88													
<b>General Magazine 24/3</b>		<b>41139</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$3.00</b>				<b>Excell</b>	n	OoP			Z
w/insert. 1x3 Inventory label on cover. ■ Insert including 2 ASL Scenar G4-5 bound into mag. ARTICLES ON: Diplomacy PBM replay among players who don't know one another; Diplomacy & history; strategies in PBM Diplomacy; ASL scenarios G5 & G6; First turn strategy in Hitler's War 2nd; player nots for Empires in Arms; Hiter's War rule revisions; strategy in Dark Emperor; strategy in Pacific War. '88													
<b>General Magazine 25/3</b>		<b>76007</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$3.00</b>				<b>Mint</b>	n	OoP			Z
w/insert. 1x3 Inventory label on cover. ■ Insert. ARTICLES ON: 1st person replay of Patton's Best; calendar of engagements of 4th Canadian Armor div for Patton's Best; development of the M4 Sherman tank; Patton's best clarifications; upgunning Afrika Korp; Third Reich 1941 scenario; SL guns v tanks clinic; West of Alamein intro; ASL scenario G7 & M; Title Bout analysis; PBM Panzergruppe Guderian; revised artillery ranges in Panzerblitz; patrol scenario in Up Front; historical changes to Storm Over Arnhem; Panzer Leader scenario 12; German strategy in Btl of the Bulge '81. '89													
<b>General Magazine 25/3</b>		<b>151473</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$4.00</b>				<b>New</b>	n	OoP			Z
w/insert. ■ Insert. ARTICLES ON: 1st person replay of Patton's Best; calendar of engagements of 4th Canadian Armor div for Patton's Best; development of the M4 Sherman tank; Patton's best clarifications; upgunning Afrika Korp; Third Reich 1941 scenario; SL guns v tanks clinic; West of Alamein intro; ASL scenario G7 & M; Title Bout analysis; PBM Panzergruppe Guderian; revised artillery ranges in Panzerblitz; patrol scenario in Up Front; historical changes to Storm Over Arnhem; Panzer Leader scenario 12; German strategy in Btl of the Bulge '81. '89													
<b>General Magazine 25/5</b>		<b>151474</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$5.00</b>				<b>&lt; New</b>	n	OoP			Z
w/Gettysburg'88 expansion map insert. Couple of v.sml, minor mars on mag cover. Otherws new. ■ Gettysburg'88 expansion map insert. ARTICLES ON: Gettysburg'88 replay & analysis of the generals present; cavalry operations during the Gettysburg campaign; Intermediate Gettysburg'88 rules; analysis of the British in 1776; union strategy in Civil War; ASL scenario G8; bank robbery scenario for Firepower; Drewsy's BLuff scenario for Lee v Grant; 3 types of gamers; freight train Rail Baron variant; animal encounter variant for Outdoor Survival; WIn Place & Show analysis; tactics in Devil's Den; 3rd ed Guns of August; designers notes on Bull Run; Gettysburg '88 errata. '89													
<b>General Magazine 25/6</b>		<b>67014</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$5.00</b>				<b>Excell</b>	n	OoP			Z
w/insert. 1x3 Inventory label on cover. Last copy. ■ Insert. ARTICLES ON: the British in ASL & the scenarios of West of Alamein; the minor powers of ASL Last Hurrah; SL clinic; analysis of Panzer Arme Afrika; ASL Scenario G9, N; 2-player rules for Raid on St. Nazaire; analysis of Desert War kit for Up Front; special forces scenarios for Firepower; analysis of Pax Britannia; analysis of Statis Pro Football. '89													
<b>General Magazine 26/3</b>		<b>113861</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$4.00</b>				<b>Excell</b>	n	OoP			Z
With insert. Last copy. ■ Insert w/ additional Tac Air aircraft data. ARTICLES ON: MBT intro & unit analysis; MBT rules index; Soviet situation in MBT; umpired MBT replay; "Improved" Flight Leader rules; Iran-Iraq War scenarios for Firepower; Acquire strategy; Statis Pro Baseball; Korean War Flight Leader scenarios; ground units in Tac Air; unit analysis for the Fleet game series. (Note that subscriber copies of this issue included a countersheet as a bonus; this sheet was not included in copies sold thru the hobby distribution system and is not included here.) '90													
<b>General Magazine 26/5</b>		<b>75362</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$5.00</b>				<b>New</b>	n	OoP			Z

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	BOX	Out-of	Errata	Game #					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
1x3 Inventory label on cover. Last copy. ■ ARTICLES ON: design-your-own scenarios for Up Front; Up Front campaign game rules; Up Front Desert War replay; 3-player Up Front rules; Ambush personal reflections; Wrasslin' analysis; random appear opposing fighters for Air Force scenarios; 4 new, hypothetical scenarios for Flat Top emphasizing balance & uncertainty; YB-40 variant for B-17; covert SE Asia missions in Firepower; Notes on Red Devil division for ASL. '90													
<b>General Magazine 27/1</b>		<b>64594</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$4.00</b>				<b>Excell</b>	<b>n</b>			<b>OoP</b>	<b>Z</b>
1x3 Inventory label on cover. Last copy. ■ ARTICLES ON: Soviet strategy for Russian Campaign; historical Russian Campaign; revised OoB for Russian Campaign; reference notes for ASL for mtn troops; historical setup for 12th party congress in Kremlin; Axis 1941 offensive in Russian Front; defending Stalingrad in Turning Point Stalingrad. '91													
<b>General Magazine 27/4</b>		<b>79258</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$4.00</b>				<b>Excell</b>	<b>n</b>			<b>OoP</b>	<b>Z</b>
w/ Insert. Last copy. ■ ARTICLES ON: Republic of Rome analysis, PBEM rules, PBEM replay; Rep of Rome design notes; learning guide for Adv Civilization; 1991 Coup variant for Kremlin; Empire in Arms strategy, pt 2; Diplomacy master replay pt 1. '91													
<b>General Magazine 27/5</b>		<b>79259</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$3.00</b>				<b>Excell</b>	<b>n</b>			<b>OoP</b>	<b>Z</b>
No insert, others EX. ■ ARTICLES ON: overview of Btl Bulge '91; German & Allied strategy for Bulge '91; endgame scenarios for Bulge '91; 3rd edition changes to Bulge '81 rules; Reference notes for ASL; Diplomacy master replay, pt 2; Tac Air game system; 1991 March Madness teams; Republic of Rome replay pt 2; D-Day/77 strategy. '91													
<b>General Magazine 27/5</b>		<b>75395</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$4.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>Z</b>
w/ insert. 1x3" Inventory label on cover, otherws clean. ■ ARTICLES ON: overview of Btl Bulge '91; German & Allied strategy for Bulge '91; endgame scenarios for Bulge '91; 3rd edition changes to Bulge '81 rules; Reference notes for ASL; Diplomacy master replay, pt 2; Tac Air game system; 1991 March Madness teams; Republic of Rome replay pt 2; D-Day/77 strategy. '91													
<b>General Magazine 27/6</b>		<b>64599</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$4.00</b>				<b>Excell</b>	<b>n</b>			<b>OoP</b>	<b>Z</b>
1x3 Inventory label on cover. Last copy. ■ ARTICLES ON: Blackbeard replay; beginners primer for Blackbeard; design history of Blackbeard; solitaire Blackbeard replay; Blackbeard errata; the pits in Speed Circuit; players' notes for Gangster; black market variant for Merchant of Venus; card analysis for Attack Sub; commerce raiding against Britain in War & Peace; New World variant; strategy in Wrasslin'; financial strategy in Stocks & Bonds; Rennell Island scenario for Carrier; solitaire rules for Wooden Ships & Iron Men. '91													
<b>General Magazine 28/2</b>		<b>71629</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$4.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>Z</b>
1x3 Inventory label on cover, otherws new. ■ ARTICLES ON: US Marines in ASL; Origins ASL Tourney scenarios pt2; Scenario briefing for ASL scenarios A25; Avaloncon II ; Advanced Civilization variant; Republic of Rome strategy; Flashpoint, Golan strategy & addtl 1992 scenario; B-17 tourney scenario; Statis Pro Football variant. '92													
<b>General Magazine 29/1</b>		<b>75372</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$3.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>Z</b>
1x3 Inventory label on cover. ■ Insert. ARTICLES ON: Avaloncon '93; History of the World scoring sheet & variant; History of the World walk thru; bidding for your empire in History of the World; defending turf in History of the World; We the People Preview; Roadkill intro; AtlantiCon'92 ASL tourney scenarios; Assassin preview. '93													
<b>General Magazine 29/2</b>		<b>71665</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$3.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>Z</b>
1x3 Inventory label on cover, otherws new. ■ Inserts. ARTICLES ON: We the People strategy & replay; history of Lafayette; Acquire variants; We the People design notes; Kingmaker PC preview; ASL scenario briefing analysis of To the Last Man (from 24/1); Break Normandy preview; Up Front tourney rules. '94													
<b>General Magazine 29/3</b>		<b>71707</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$5.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>Z</b>
1x3 Inventory label on cover. Last copy. ■ Inserts. ARTICLES ON: German defense in Breakout, Normandy; Allied options in Breakout Normandy; Guerilla preview; effective assassinations in Assassin; 7-player History of the World; Adv Civilization variant; Operation Crusader PC tactics; ASL scenario G19 Tough Nut to Crack analysis; Operation Crusader review; Breakout Normandy replay pt 1. '94													
<b>General Magazine 29/4</b>		<b>71727</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$5.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>Z</b>
1x3 Inventory label on cover, otherws new. Last copy. ■ Inserts. ARTICLES ON: movement & combat methods in the Great Campaigns of Am Civil War series; Oil Wars, a history of conflicts & intrigue in the Middle East; Combat made Simple in the Grt Btts of Am Civil War series via a worksheet; Road Kill review; revised combined rules for Stonewall Jackson's Way & Here Come the Rebels, including Roads to Antietam Alexandria variant map; Stalingrad PC designer notes; Maharaja analysis; optional rules for Gettysburg'88; Breakout Normandy Replay, pt2; 5th Fleet PC preview. '94													
<b>General Magazine 29/5</b>		<b>71735</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$2.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>Z</b>
1x3 Inventory label on cover. ■ Inserts. w/ ARTICLES ON: native policy in New World; non-player nations in New World; use of cavalry in the Great Campaigns of Am Civil War series; Stonewall Jackson's Way by mail; Turkish options in Empires in Arms; Myths of Pearl Harbor; Avaloncon '94; Operation Crusade PC (Hell Fire Pass) replay; opening German moves in Battle of the Bulge '92; Colonial Diplomacy designer notes; Flight Commander 2 preview. '94													
<b>General Magazine 29/6</b>		<b>71767</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$2.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>Z</b>
1x3 Inventory label on cover, otherws New. ■ Insert. Contains ARTICLES ON: Road Kill analysis; 1-2 player Guerilla; the US military prior to WW2; Tyranno Ex tactics; ASL countering an AFV in Motion tactic; History of the World strategy; Up Front elevation rules; Wrasslin' 4 character insert; Flight Commander 2 preview; Attack sub variants & scenarios; 5th Fleet Bay of bengal series replay; Kremlin many player rules. '95													
<b>General Magazine 30/1</b>		<b>71783</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$3.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>Z</b>
1x3 Inventory label on cover, otherws new. ■ ARTICLES ON: Peloponnesian War strategy; analysis of leaders in Civil War; errata & advanced rules for Tokyo Express; March Madness '95 NCAA BBall Final Four teams; programmed ASL; 1830 PC preview; strategy in New World; Adv Civ PC preview; Fifth Fleet PC replay; Across 5 Aprils analysis of 1st Bull Run scenario; Flight Commander 2 PC scenarios & strategy; scenarios for Flash Point, Golan; tactics in ASL; tactics in Stalingrad PC. '95													
<b>General Magazine 30/2</b>		<b>71804</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$2.50</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>Z</b>
1x3 Inventory label on cover. ■ ARTICLES ON: Blue, Green, Yellow & Purple strategy in Maharaja; Ireland add-on map variant for Britannia; Brit commandos in ASL; tactics for 1830 PC; fleet variant for Enemy in Sight; Maharaja reply; Knights of the Air scenarios & variants; tactics in Stalingrad PC, pt2; Maharaja errata. '95													
<b>General Magazine 30/4</b>		<b>71843</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$5.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>Z</b>
1x3 Inventory label on cover. Last copy. ■ Inserts. ARTICLES ON: Strategy in & analysis of Colonial Diplomacy, w/ errata; Panzer Leader Arracourt scenario analysis, pt2; History of the World analysis of mid-game kingdoms; Stalingrad PC replay; interview w/ Mark Simonitch; Win Place & Show variant w/ insert; DASL scenario B analysis; Machiavelli 3rd preview; Sun Tzu & the art of war. '96													
<b>General Magazine 30/5</b>		<b>71850</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$4.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>Z</b>
1x3 Inventory label on cover, otherws new. ■ Insert. ARTICLES ON: Mustang review w/ additional scenarios & variant rules; Exhaustive aircraft characteristics for all nations for Mustangs; Machiavelli 3rd replay; Londons Burning review w/ play aids; March Madness dream teams w/ insert cards; History of the World variant to prevent a fixed-order last turn; interview w/ Bill Levey; weapon breakdowns in ASL. '96													
<b>General Magazine 30/5</b>		<b>94147</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$3.00</b>				<b>Excell</b>	<b>n</b>			<b>OoP</b>	<b>Z</b>
w/Insert (London's Burning log, March Madness errata cards). ■ Insert. ARTICLES ON: Mustang review w/ additional scenarios & variant rules; Exhaustive aircraft characteristics for all nations for Mustangs; Machiavelli 3rd replay; Londons Burning review w/ play aids; March Madness dream teams w/ insert cards; History of the World variant to prevent a fixed-order last turn; interview w/ Bill Levey; weapon breakdowns in ASL. '96													
<b>General Magazine 30/6</b>		<b>79278</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$4.00</b>				<b>Excell</b>	<b>n</b>			<b>OoP</b>	<b>Z</b>
No insert, otherws EX. Last copy. ■ ARTICLES ON: strategy in Geronimo, random events variant & errata; history of the 2nd Punic War; Air Baron design history, playing tips, replay; interview w/ Ben Knight; 8 player campaign game variant for Empire in Arms; analysis of nations of Civilization. (Note that subscriber issues included a countersheet; this was not included in distribution copies & is not included here.) '96													
<b>General Magazine 31/2</b>		<b>71864</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$4.50</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>Z</b>
w/Inserts. 1x3 Inventory label on cover. Last copy. ■ Inserts. ARTICLES ON: Basic strategy, British Defense, & micro scenarios for London's Burning; Cavewars strategy; sniper abatement in ASL; Avaloncon 1996; Hannibal replay; Maharaja Nil Arrival Tables insert; ASL scenarios G35-6; Age of Renaissance sample game; winning Acquire; historical conquest in War & Peace; 1953 Intrigue variant for Kremlin w/ 5 card insert. '97													
<b>General Magazine 31/5</b>		<b>43835</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$2.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>Z</b>
1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: Age of Renaissance analysis & strategy; ZOC game feedback analysis; reviews of COA Jena; winning strategy in tourney play of Britannia, Colonial Dip; strategy in a tourney ASL scenario on Poland; strategy in History of the World; PC History of the World intro; Stonewall's Last Battle replay; review of DG Krieg, GAMERS GD'41; Survival of the Witless game system analysis; Age of Renaissance errata, analysis & variant w/ insert; Master of Orion II PC review; Princess Ryan's Star Marines preview; 1pg history of the war in Italy, 1943-4 using Anzio. '97													
<b>General Magazine 32/1</b>		<b>65503</b>	<b>AH Avalon Hill GENERAL Ma</b>	<b>\$6.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>	<b>Z</b>

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
1x3 Inventory label on cover. Last copy. ■ Inserts. ARTICLES ON: Starship Troopers '97 replay w/ 2 scenarios; Princess Ryan's Star Marines Mission 24 analysis; Warcraft II analysis; Titan, the Arena analysis; Stellar Conquest solitaire variant; Dune 9player variant w/ insert; convention thoughts & notes; tips for Heroes of Might & Magic II PC; Great War at Sea, Mediterranean 1st strategy; Machiavelli 3rd errata; strategy in Breakout, Normandy pt 2; Gamers Crusader, Africa reviews; 'Aliens' variant for Starship Troopers '97. '98												
<b>Lines of Communication v2 #2</b>		95967	Australian Design Group	\$1.00			Mint	n	OoP		Z	
V.2 #2 Australian Design Group's newsletter, Feb'97												
<b>Lines of Communication v2 #3</b>		95968	Australian Design Group	\$1.00			Mint	n	OoP		Z	
Austrial Design Group's newsletter, Aug '97												
<b>Operations Magazine # 5</b>		115338	Gamers OPERATIONS Mag	\$2.00			Mint	n	OoP		Z	
Mag focused on supporting the Gamers' line of detailed, grand tactical games. ARTICLES ON: Cons & Pros of CWB's Forest Treatment; Civil War Infantry Tactics; Bloody 110 Update; Replay of Barren Victory; Soviet Set-up Strategy for Guderian's Blitzkrieg; CWB & Tactical series Errata & Q&A. '92												
<b>Operations Magazine #14</b>		115347	Gamers OPERATIONS Mag	\$2.00			Mint	n	OoP		Z	
ARTICLES ON: Organize rather than bemoan the death of the hobby; Thunder at the Crossroads after action report; the Soviet counter-offensive in Guderian's Blitzkrieg; Operational notes for Enemy at the Gates; Ardennes profile & after-action report; ERRATA for all games to date. '94												
<b>Strategy &amp; Tactics (SPI) # 85</b>		96849	SPI S&T Magazine Games	\$2.50			Excell	n	OoP		Z	
Mag only; no rules. ARTICLES ON: Fighting Sail, Sea Combat in the Age of Canvas & Shot, 1775-1815; Singapore, Campaign for Malaya Dec 1941-Feb 1942; Brief reviews of: Assault on Tobruk, Campaigns of Napoleon, Dark Star.												
<b>Strategy &amp; Tactics (SPI) # 89</b>		96853	SPI S&T Magazine Games	\$2.50			V.Good	n	OoP		Z	
Center pages loose from staples. ■ Mag only; no rules. ARTICLES ON: Sicily, the Race for Messina; Lee v McClellan, the Maryland Campaign, Sept. 1862; Brief reviews of: Hitler's War 1st, Command at Sea 1st, Trenchfoot.												
<b>Strategy &amp; Tactics (TSR) Sp#2</b>		151465	TSR S&T Games	\$3.00			Excell	n	OoP		Z	
Last copy ■ Special issue #2. ARTICLES ON: Hannibal & His Elephants; Ghost Armies in WWII; Australian Army from Colonial Times to Present; First Soldiers of France; Iran-Iraq War; Evolution of Soviet Naval Forces; Road to Antietam, the Battle of South Mountain; Battle of Britain, and Eagle Day OoB; Air War 1983 variant w/ new aircraft, weapons & scenarios; Review of Gulf Strike; Wellington's Victory analysis.												
<b>Ultra Magazine (1993 Summer-Fall)</b>		106549	Intl Chess Ent (Ultra Mag	\$1.00			Mint	n	OoP		Z	
Magazine focused on Advanced Third Reich (& later, Empire of the Rising Sun). ARTICLES ON: Suggest rules changes; Strategy for the German invasion of Britain; After a British Surrender, What then?; Fall 1941 Staff Conference (puzzle). '93												
<b>Ultra Magazine (1993 Winter)</b>		106550	Intl Chess Ent (Ultra Mag	\$1.00			Mint	n	OoP		Z	
Magazine focused on Advanced Third Reich (& later, Empire of the Rising Sun). ARTICLES ON: Defense of Franch in 1939; Invasion of the Low Countries; Q&A thru 12/92; Allied Variant 3, French Pre-War Preparation; Staff Conference on how much should Britain contribute to France? '93												
<b>Ultra Magazine (1995 Summer)</b>		106552	Intl Chess Ent (Ultra Mag	\$1.00			Mint	n	OoP		Z	
Quarterly newsletter focused on AH's Adv Third Reich & Empire of the Rising Sun. ARTICLES ON: the Ultra organization & members; an Intro to Empire of the Rising Sun; Rising Sun Japanese Economic Strategy. '95												
<b>Victory Magazine #5 [Vietnam II]</b>		151467	Avalon Hill VICTORY Mag	\$3.00			Mint	n	OoP		Z	
ARTICLES ON: Winning in Vietnam, pt 2: hunting the VC; "diary" of an infantryman adapted from Ambush. '84												
<b>Victory Magazine #6 [Cold War]</b>		151468	Avalon Hill VICTORY Mag	\$2.00			Mint	n	OoP		Z	
ARTICLES ON: Vietnam errata (1pg); Cold War design analysis & strategy, plus optional rules; Adding British to Ambush; the Marine's CAP strategy in Vietnam as an optional set of rules. '84												
<b>Volunteers Newsletter #23</b>		151633	Miscellaneous MAG Pubshr	\$1.00			Mint	n	OoP		Z	
Several very sml, narrow rust spots on cover. Otherws mint. ■ Short newsletter aiming to file a perceived void in articles covering wargames of the American Civil War. Often detailed & often well written, articles cover strategy & analysis, set up and to a lesser extent history. '97												
<b>Wargamer (Decision Games) v2 # 6</b>		151469	DecGms WARGAMER v2 Mag	\$2.00			Excell	n	OoP		Z	
Last copy. ■ ARTICLES ON: Pas De Calais analysis, designer's reply, 1943 v 1944 & Calais v Normandy; TSR Sniper Hetzer strategy & Sniper Special Forces review & scenario; WWW North German Plain analysis; WWW Horse Soldiers Tupelo analysis & replay & key errata; Halls of Montezuma PC & To the Rhine PC & Blitzkrieg at the Ardennes PC; reviews of TSR Moscow 1941, VG 7th Fleet, Cannae 216BC, GDW Team Yankee; WWW announces west coast "SPI". '88												
<b>Wargamer (Decision Games) v2 #14</b>		125106	DecGms WARGAMER v2 Mag	\$1.00			Excell	n	OoP		Z	
ARTICLES ON: WWW Desert Steel review; CofA Lee Invades the North review & errata; Far Seas analysis; WWW Duel in the Desert 3-turn replay, tactics, errata; WWW Beirut replay & Sandbag '82-84 3-player variant; reviews of TSR La Grande Arme, PSS Annals of Rome PC & Risk PC; Decisive BtIs of Am Civil War PC pt 2. '89												
<b>Wargamer (Decision Games) v2 #15</b>		151470	DecGms WARGAMER v2 Mag	\$2.00			Excell	n	OoP		Z	
Some isolated, minor scuffs on mag cover. ■ ARTICLES ON: WWW Light Division review & analysis; AH ASL Last Hurrah review; CofA Campaigns of Robert E Lee review; WWW Rush for Glory analysis & Anglo-Mexican Alliance variant; VG Tokyo Express replay; reviews of TFG Grand Army of the Republic, AH Enemy in Sight; errata for ASL scenarios WG1-10; Origins '89; SSI Civil War Battles PC games; a Wargamer's Retrospective. '89												
<b>MAGAZINES History Magazines</b>			M.Dean@FineGames.com	h 866-690-7878 10am - 9pm		P						
<b>Empires: Eagles &amp; Lions Magazine # 9</b>		151463	Miscellaneous MAG Pubshr	\$1.00			Excell	n	OoP		Z	
Last copy. ■ History of the Napoleonic era, with accounts of battles, organization, individual leaders, as well as game reviews of games of the era. '94												
<b>NOVELTIES, Hobby-Related Novelities &amp; Toys</b>			(541) 756-4711 10am-9pm PST	For Ordering (866) 690-7879 10am -9pmPST								
<b>NOVELTIES: Hobby Novelities &amp; Collectables</b>			M.Dean@FineGames.com	h 866-690-7878 10am - 9pm		P						
<b>Empire Builder, 3rd: Artwork PRINT</b>		95855	Mayfair Games	\$4.00			New	TB	OoP		Z	
Distributed as a promotional item, this is a rolled print of the illustration used on the 3rd ed box, a steam locomotive.												
<b>ROLE PLAYING GAMES, All A-Historical Types + Accessories</b>			(541) 756-4711 10am-9pm PST	For Ordering (866) 690-7879 10am -9pmPST								
<b>RPGs: Universe Series</b>			M.Dean@FineGames.com	h 866-690-7878 10am - 9pm		P						
<b>Universe: Mongoose &amp; Cobra Module #17</b>		49252	TSR Ares Games	\$10.00			<New	n	OoP		1	M
Sml, minor dog ear folds at btm corner of mag; otherwise new. ■ Mag & game. Final issue of Ares magazine. Game is a stand-alone module for Universe, and compatible with other games of that series. Game-mastered adventure scenario best with 4-7 players. Galactic navy has disguised a frigate as a merchant ship to lure annoying pirates to attack and end their threat; many of the characters on board are unaware of the situation. J.Butterfield'81 / ARTICLES ON: Wreck-creation in Gamma World; Sowrd in the Dirt & Game of Hoople fiction; Pancake Alley - driving fast & dangerously in SJG Car Wars; The Zamra, weapon of the Yazirians, a Star Frontiers variant; Enhanced Delta Vee starship rules; book reviews of Autoduel Champions, Car War Reference Screen, Travler Scouts Handbook, FASA Klingons Sourcebook; errata for Into the Void and Nightmare House (both #15).												
<b>RPGs: Twilight 2000 Series</b>			M.Dean@FineGames.com	h 866-690-7878 10am - 9pm		P						
<b>Twilight 2000 RPG Rules 1st</b>		122946	Game Designers Workshop	\$7.50			Good	n	OoP		1	M
No box or dice (missing 4d6, 1d10). Well worn, soiled & stained thru use. Otherws complete & servicable. ■												
<b>COLLECTABLE CARD GAMES, Magic &amp; More</b>			(541) 756-4711 10am-9pm PST	For Ordering (866) 690-7879 10am -9pmPST								
<b>CCG: Other Collectable Card Games</b>			M.Dean@FineGames.com	h 866-690-7878 10am - 9pm		P						
<b>Star Trek Frontiers: Cards (2)</b>		128907	Wizards of the Coast	\$0.25			Mint	n	OoP		Z	
two copies of the Seven of Nines card. ■ Two copies of the Seven of Nines card.												
<b>ANCIENT, GREEK &amp; ROMAN Era, ?? BC -- 500 AD</b>			(541) 756-4711 10am-9pm PST	For Ordering (866) 690-7879 10am -9pmPST								
<b>ANCIENT: Pre-Greek Topics (? - 600 BC)</b>			M.Dean@FineGames.com	h 866-690-7878 10am - 9pm		P						

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
<b>Kadesh #7 PARTS</b> Countersheet, only. ■		128871	XTR: Command Magazine	\$4.00		Mint	n	OoP		2
<b>ANCIENT: Greek &amp; Macedonian Dominance (600 - 400 BC)</b>										
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Great Battles of Alexander, 6th (Deluxe)</b>		151315	GMT Games	\$70.00	**	New	DC	**		2
2023 update of the last & greatest version of this celebrated game, Now includes the Tyrant kits well as those included in last edition (Juggernaut, Diadochoi & Phalanx). Covers 19 of Alex's most famous btlts: Macedonia v Greece @ Chaeronea (Aug 338BC); Alex v Persian screening force @ Granicus (May 334BC); Alex recovers his LOC from Persian force @ Issus (Nov 333BC); Alex defeats Darius III, King of Persia @ Gauamela (Oct 331BC); Alex subdues the Triballians @ Lyginus in his first battle as King (336BC); Alex secures his rear in the Balkans by defeating the Illyrians at Pelium (336BC); Alex succeeds at a dangerous river crossing at Jaxartes against the Scythians (329BC); a Macedonian group is trapped by the Scythians at Samarkand (328BC); Alex assaults a mountain fort at Arigaeum (327BC); and Alex wins his last battle against the Indians at Hydaspes (326BC). Mark Herman, Richard Berg'23										
<b>Marathon &amp; Granicus #214</b>		59382	Decision Games S&T Games	\$24.00		New	n	OoP		3
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 Eastern Front; British Campaign in Egypt 1882.										
<b>Sparta vs. Athens #286</b>		148094	Decision Games S&T Games	\$32.50		New	n	OoP		6
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.										
<b>ANCIENT: Romans &amp; the Barbarians (400 BC - 600 AD)</b>										
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Agricola #306</b>		134800	Decision Games S&T Games	\$35.00		New	n	OoP		4
Mag & game. Game of the campaign waged by the Roman governor of Britain, Agricola, 82-84AD, to conquer northern Britain & Scotland. Goal for both sides is physical occupation of localities, destruction of opposing leaders & units. Uses the strategem system of prior Trajan series. 140 counters, 10mi/hex. Joseph Miranda'17 / ARTICLES ON: Agricola, the Roman Conquest of northern Britain, 78-85AD; Asymmetric Warfare & Modern Insurgencies; Battle of Kirchholm 1605; Shiloh Campaign, 1862; US Army in WWI; Bren Universal Carrier; Lafayette Escadrille at Verdun; USS Herbert Thomas (destroyer).										
<b>Barbarians</b>		3517	Yaquinto	\$14.00		Mint	AL	OoP		6
Some box back scuffs, otherws mint. ■ Set of 2 games: Sack Rome in which 2-3 players compete to conquer Rome in the 6th century AD. And Mongol in which the golden horde spreads from Mongolia toward eastern Europe. Area move maps, simpler game. Published in an album box format. SC Taylor, N.Zimmer'81										
<b>Barracks Emperors, Time of Crisis</b>		151268	GMT Games	\$33.00	**	New	BC	**		A 4
1-4 player card game set during the Roman Time of Crisis in the 3rd Century, where 45 men made claim to be emperor. Players accumulate & deploy political influence (given by their cards) in an effort to claim the emperorship for one of their boys. Basically a trick-taking game in an unique way. Every card can be played in two ways, making for tough decisions. Includes a simple solitaire module. Low complexity, 116 cards, 6 counters. Brad Johnson, Wray Ferrel'23										
<b>Caesar, Great Battles of Julius... 2nd</b>		151307	GMT Games	\$70.00	**	New	DC	**		2
New but not shrinkwrapped. ■ 2022 deluxe update of 2 previously published games: Caesar the Civil Wars, and Caesar, Conquest of Gaul, plus all the 8 scenarios published as kits. Has a unified rulebook for all land battles (and another for the one naval battle included). Scenarios provided for 20 battles that trace the evolution of the Roman military system from Jugurtha 106BC to Wales 51AD. Battles range from 1/2 to 1-1/2 map sized and include sieges, an amphibious invasion & a naval battle. Maps updated to current graphic standards & a unified look. 2100 counters, 7 double-sided maps. All scenarios can be played with more complex original rules or the Simple GBOH rules. Mark Herman, Richard Berg'22										
<b>Conquest of Gaul: Caratacus Kit PARTS</b>		115368	GMT Games	\$3.00		New	n	OoP		2
Countersheet, only. Six (6) avail. ■										
<b>Fight the Fall #324</b>		151085	Decision Games S&T Games	\$37.50		New	n			4
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; Ukrainian Underground Army 1943.										
<b>First Punic War, 264-241BC #336</b>		150744	Decision Games S&T Games	\$37.50		New	n			4
Mag & game. Game of the first (of three) Punic Wars, 264-241BC, between Rome & Carthage over control of the Mediterranean. Campaigns were fought in Sardinia & northern Africa but especially in Sicily. Key constraint is the Action Points each side is given representing command & logistical limiting military operations. Victory determined by uncontested control of key cities around the western Mediterranean Sea. Diplomacy among the 6 minor powers is conducted by a table. Scenarios cover the opening moves in Sicily, Regulus' invasion of Africa, and the entire war. 176 counters, 3yrs/turn, 40mi/hex, legion level. Joseph Miranda'22 / ARTICLES ON: Strategic Analysis of the First Punic War; Strategic Analysis of the Gallipoli Campaign, pt 1; Pontiac's War, 1763-4; America's Undeclared War with Libya, 1981-9; Venezuelan Escudo Bolivariano 2022 campaign against rebels; Iran, Big & Unstable; Stalemate, 2022 Battle of the Donbass; Ukrainian War's Influence on Chinese Policy Toward Taiwan; Scipio Africanus, Soldier & Politician; Intelligence Gifts for Meade at Gettysburg; Operation Beleaguer, the repatriation of Japanese & Koreans after WWII in the face of Communist Chinese resistance.										
<b>Germania, Rome Beyond the Rhine #175</b>		54742	Decision Games S&T Games	\$36.00		New	n	OoP		6
Mag & Game. Stratop 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.										
<b>Hannibal, 2nd Punic War #141</b>		151489	Decision Games S&T Games	\$16.00		Mint	n	OoP		6
Mag & Game. Area-move gm of 2nd Punic War showing different advantages & styles of each sides at strategic lvl. Rome has a great population to draw on, Carthage has the initiative & leaders at first. Map covers the western Mediterranean. Units progress from raw recruits to veterans. 200 counters, 1yr/turn. J.Sutcliffe'91 / ARTICLES ON: the Second Punic War; Roman Republic's Art of War; Desert Storm/Desert Shield OoB update; Analysis of 3 Armored Assaults on Fortified Lines: El Alamein 1942, Kursk 1943, Golan Heights 1973; Louisiana Brigades in the Army of N Virginia; British Steamers in the 1st Opium War in China; Airmobile Assault, 1940; Wargames in the US Marines; a Neo-Con's analysis of the failure of Iraqi propoganda (i.e. self-deceiving).										
<b>Jewish War PARTS</b>		128862	Khyber Pass Games	\$1.00		Mint	n	OoP		4
Map, only. ■										
<b>Julian, Triumph Before the Storm #266</b>		95418	Decision Games S&T Games	\$39.00		New	n	OoP		6
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										
<b>Julius Caesar</b>		150858	Columbia Games	\$69.00		New	BC			6
Strategic level, block-style game of the Roman Civil War, 49-45BC, as an uppity Caesar & his successor, Marc Antony (w/ Cleopatra) take on Pompey, Brutus, et al. Includes 63 blocks, 27 special event cards. J.Thompson, G.Dalglish'10										
<b>Lest Darkness Fall, Rome in Crisis #234</b>		74185	Decision Games S&T Games	\$15.00		New	n	OoP		6
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.										
<b>Siege of Alesia, Gaul 52BC</b>		134274	GMT Games	\$40.00		Mint	BC	OoP		4

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Conditn	Type	Print? Incl ?	Scale	Plyrs
Unpunched. 2 lengthy, deep creases on box cover; 2 box corners repaired w/ clear packing tape. Contents clean & unpunched. ■ Grand tactical game of the epic battle of Alesia, 52BC, in which Caesar besieged 50,000 Gauls including the leader of the rebellion, Vercingetorix, while himself being besieged by a 250,000 strong relief force. Simpler system that includes the Roman's extensive fortifications & strong points. Map covers roughly the same ground as the AH classic, Caesar, with a similar scale. 2 maps, 700 counters. 250-700men/unit, 100yd/hex. R.Berg, M.Herman'05										
<b>ANCIENT: Roman Chariot Racing &amp; Gladiating</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Charioteer, Race for Glory in Rome</b>	151376	GMT Games		\$50.00	**	New	DC	**	1	6
Simpler, fast playing strategic game of chariot racing at Circus Maximus. Movement is based on achieving a set of cards, but those same cards offer special abilities or events if used for other purposes. Players can attack others, or simply race, and the emperor can always intervene. A player's skills increase over multiple races, or with the emperor's pleasure. 2 mounted maps, 6 wooden chariots, 171 cards, various markers & tokens. Simpler game suitable to family play. Matt Calkins'22										
<b>MEDIEVAL Era, 500 -- 1400 AD</b> (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST										
<b>MEDEIVAL: Medieval Period Generally</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Hawaii, 1795, Kamehameha's War</b>	151412	Decision Games		\$11.50		New	Fo		6	1
Kamehameha, a Hawaiian, led a campaign to unify the Hawaii islands in 1795. One player represents Kamehameha, the other the allied forces of Oahu & Maui. Games system based on the Ancient Wars system with the addition of cards providing special events. Small map, 40 counters, 18 cards. '19										
<b>Medieval</b>	73601	GMT Games		\$30.00		Mint	BC	OoP		A
Cherry mint. ■ 3-5 player card game of power politics in medieval Europe. Players represent conglomerations of 27 powers ranging from the Holy Roman Empire to the Kingdom of Jerusalem, with various events, characters etc. Players attempt to build an empire, prepare for the inevitable arrival of the Mongols, so as to survive to the end. R.Berg'03										
<b>Mediterranean Empires 1281-1350 #330</b>	151088	Decision Games S&T Games		\$37.50		New	n		6	
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.										
<b>Tanto Monita, Rise of Ferdinand</b>	151656	GMT Games		\$65.00		New	BC			8
(4 player game of the efforts of Spanish monarchs Ferdinand & Isabella to unite Spain & eliminate the Muslims still remaining in Spain between 1470-1516. Both monarchs faced opposition as they ascended to their thrones, and are also opposed by 3 foreign powers (Portugal, France & the Muslims of Granada. Uses the same system as Here I Stand & Virgin Queen. Point-point map of Iberia & northern Africa. 130 cards, 1 map, 6 countersheets. Carlos Diaz Narvaez'23)										
<b>Vikings, Scourge of the North 2nd</b>	151411	Decision Games		\$11.50		New	Fo		6	1
Reprint. Small, solitaire folio game set during the Dark Ages. Player organizes Viking forces on raids and explorations that reach all along the European coastline & the Black Sea. Player is given a mission, and then must muster resources via raids, colonization & trade to meet the objectives. 40 counters, 18 cards, fast playing, simple. '23										
<b>MEDEIVAL: Britain &amp; France</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Black Prince, Crecy &amp; Navarrete #260</b>	90908	Decision Games S&T Games		\$25.00		New	n	OoP		3
Last copy. ■ Mag & Game. Two key battles from the time of the English king known as the Black Prince late in the Medieval period. Navarrete 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										
<b>Carolingian Twilight #342</b>	151417	Decision Games S&T Games		\$37.50		New	n		6	6
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; Battke if 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.										
<b>Hammer of the Scots 4th [Deluxe]</b>	150861	Columbia Games		\$77.99		New	BC			6
2019 4th [deluxe] ed with 24mm wooden blocks, v3 rules, thicker map. Block-style, strategic level board game of the Braveheart Rebellion led by William Wallace against Britain, the War of Scottish Independence. Map covers n.England & Scotland. 56 blocks, 25 event cards. T.Dalgliesh, J.Taylor'19										
<b>Plantagenet, Cousins War for England</b>	151559	GMT Games		\$55.00	**	New	DC	**	6	2
Game of the English Civil War known as the War of the Roses, 1459-85, using the Levy & Campaign game series. Covers the entire war in a campaign game, and also provides scenarios covering the main time periods individually. Lots of color reflecting the treason, political maneuvers, and a color cast of characters. Can be played solitaire. 1Qtr/turn, pt-pt map, mounted map, 152 wooden pieces, 179 cards, 2 countersheets. Francisco Gradaille'23										
<b>MEDEIVAL: Japan &amp; Asia</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Shogun</b>	968	FASA Corp.		\$19.00		Mint	BC	OoP		A
3 minor creases extending from box corners on top & btm cover. Otherws mint & very clean. ■ Struggle for power among 2-5 players in feudal Japan, based on J.Clavell's novel. 1983 (NOTE: This is NOT Milton-Bradley's game called Shogun; this is a different game entirely.)										
<b>MEDEIVAL: the Crusades</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Crusader Rex 2nd</b>	150860	Columbia Games		\$63.00		New	BC			6
2nd ed has graphically updated, larger board, new unit labels, thicker cards & rules updates. Block-style game of the 3rd Crusade, 1187-1192 (the fun only lasted so long...). The Christian Franks compete with the Muslim Saracens for control of key cities in the Palestine. 63 wooden blocks, 25 event cards. J.Taylor, T.Dalgliesh'11										
<b>MEDEIVAL: Other Wars of Religion</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Granada, Fall of Moslem Spain</b>	63696	Avalanche Press, Ltd.		\$35.00		New	BC	OoP		6
New & shrinkwrapped. ■ Small game of the last 10 years of the Reconquista of Spain which forced the Moors out of Iberia. Point-to-point movement with 120 colorful but simple counters, 1 mounted map, 8pgs of rules. R.Markham'03										
<b>MEDIEVAL: Tactical Battles</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Condottieri #54</b>	64202	WWW Wargamer Magazine		\$12.00		New	n	OoP		4
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.										
<b>Great Medieval Battles #197</b>	38207	Decision Games S&T Games		\$35.00		New	n	OoP		3
Last copy. ■ Mag & Game. Colorized & repackaged version of 2 of the 4 games from SP'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 Angora, 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.										
<b>GUNPOWDER Era, 1401 -- 1799 AD</b> (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST										
<b>GUNPOWDER: The Renaissance Generally</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Machiavelli, 1st PARTS</b>	77224	AH Battleline Reprints		\$2.50		Excell	n	OoP		8 M

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-	
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ? Scale Plyrs
Partial counterset, only. Missing 177 counters (8 fleet units for ea of 8 players; all blanks, 12 per player; all 7 green + 1 tan assassination markers; #1 army for each player; Green #4 garrison unit. #2 & 7 armies, #1 garrison for all players marred with paint on one side. ■									
<b>GUNPOWDER: the Ottoman Empire</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
<b>Gates of Vienna, Europe 1683 #295</b>	112907	Decision Games S&T Games	\$42.00	New	n	OoP		4	
Mag & Game. 2 player game of the pivotal 1683 Ottoman siege of Vienna that threatened the whole of Europe. A multi-national Christian force turned the Ottoman's back. Based on the Red Dragon game system, with alternating phases allowing only a single action at a time. 1mo/turn, Army wing level, 12mi/hex, 228 counters. J.Miranda'15 / ARTICLES ON: At the Gates of Vienna, 1683; Battle of Germantown, 1777; Greyhound v Tiger at St Vith, 1944; the Catalan Grand Company, 14th Century eastern Europe; Ambush on Blachorse Convoy, Vietnam 1966; Flavius Josephus; Declaration of Paris and the American Civil War; House at St Baussant; India v pirates.									
<b>Ottomans, Rise of the Turkish Empire#222</b>	65972	Decision Games S&T Games	\$17.50	New	n	OoP		6	
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.									
<b>GUNPOWDER: the Russian Empire</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
<b>On to Moscow, Swedn v Russia 1700-21#171</b>	117310	Decision Games S&T Games	\$25.00	Mint	n	OoP		6	
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.									
<b>GUNPOWDER: 30 Years War 1616-1648</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
<b>Breitenfeld #55</b>	105453	SPI S&T Magazine Games	\$19.00	Mint	n	OoP		2	
Very clean. Last copy. ■ Mag & Game. 5th gm in 30yrs Qd. Gustav Adolphus's Swedes meet the then-dominant Imperialists under Tilly, 1631. J Nelson'76 / ARTICLES ON: the Thirty Years War; brief reviews of: STRIFE Siege of Port Arthur, FLYBUFF Viva! (Mexico) & Nuclear Destruction, JAGD March on India, RAND Wellington in the Peninsula; Review of Ancient & Medieval Armies (of the Prestage game series); Battle for Wurzburg, Current Situation & future battle within the game.									
<b>Thirty Years War BtIs, Luttr/Wittstk#332</b>	151590	Decision Games S&T Games	\$37.50	New	n			3	
Mag & game. Grand tactical game of two more battles from the Thirty Years War: Lutter 1626 & Wittstock 1636. At Lutter, the Imperial Army under Tilly defeats the Danish Army knocking it out of the war. At Wittstock, the Swedish Army under Baner defeats the Imperial Army, avenging the Swedish defeat at Nordlingen a year prior; one of the few battles one of the armies utilized maneuver. 150-200m/hex, 45-60min/hr, 176 counters. Brad Hessel, Linda Mosca, Jay Nelson, Stephen Patrick, Redmond Simonsen, Thomas Walczyk, Joseph Miranda'21 / ARTICLES ON: Two Decisive Battles of the Thirty Years War; Alexander the Great's Finances & Character; Panzer Lehr Division at the Battle of the Bulge; Arms Race in the Maghreb (NW Africa); America's Composite Division in WWI; War in Tigray Update; Yemen, Complex War with No End in Sight; Newst Russian AFVs; HMS Queen Elizabeth Deploys to the Indo-Pacific; USMC's Mark 98 Howtar Howitzer; First Knight of England, William Marshall; Invasion of Denmark, Apr 1940; Confederate Seagoing Ironclad CSS Stonewall.									
<b>Thirty Years War, Great War 1618-48 #173</b>	151488	Decision Games S&T Games	\$45.00	Mint	n	OoP		2 4	
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									
<b>GUNPOWDER: 100 Years' War, 1337-1453</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
<b>Hundred Years War, 1337-1453 #177</b>	117285	Decision Games S&T Games	\$69.00	Mint	n	OoP		6	
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									
<b>GUNPOWDER: English Civil Wars</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
<b>Hammer of the Scots 1st</b>	63697	Columbia Games	\$40.00	New	BC	OoP		6	
1st edition. New & shrinkwrapped. ■ Block system, strategic level board game of the Braveheart Rebellion led by William Wallace against Britain, the War of Scottish Independence. Map covers n.England & Scotland. 56 blocks, 25 event cards. T.Daigliesh, J.Taylor'02									
<b>This Accused Civil War 2nd</b>	58752	GMT Games	\$45.00	< New	BC	OoP		3	
Box cover concaved with a semicircular crease. Others new & shrinkwrapped. ■ Major upgrade to a popular DTP game, now first of GMT's Mustket & Pike BtIs system. Covers 5 btIs of the English Civil War, 1642-5 at rgt/bng level with rules focused on command & control and the style of combat of the era. 100yd/hex, 20-30min/turn. B.Hull'02									
<b>GUNPOWDER: 7 Years War &amp; Frederick the Great, 1756-63</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
<b>Frederick the Great, 2nd: Silesian Wars</b>	150282	AH Avalon Hill Game Co.	\$1.00	Excell	n	OoP		4	
Photocopy of rules w/ color photocopy of counters from General. ■ Copied article providing addtl rules, paper counters & 6 scenarios for the 2 Silesian Wars, 1740-5. Counters are color photocopied copies.									
<b>Frederick the Great, 2nd: Silesian Wars</b>	151496	AH Avalon Hill Game Co.	\$3.00	Mint	n	OoP		4	
Photocopy of rules w/ die cut counters from the General. ■ Copied article providing addtl rules, paper counters & 6 scenarios for the 2 Silesian Wars, 1740-5. Counters are color photocopied copies.									
<b>Frederick's War, Austrian Sucession #262</b>	93669	Decision Games S&T Games	\$20.00	New	n	OoP		6	
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, 1740-8; 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.									
<b>GUNPOWDER: War of Spanish Succession, 1701-14</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P									
<b>Banish All Their Fears</b>	151644	GMT Games	\$45.00	New	BC			3	
(Game in the Bayonet & Musket game series covering 2 key battles of the War of Spanish Succession. Neerwinden covers the 1693 defense of a fortified village against the French army under Luxembourg, leading to the British army's defeat. Blenheim covers Marlborough's victory deep in Bavaria against combined Bavarian & French forces. System reflects the larger armies armed with flinklock muskets & steel bayonets during this era. 190-220yd/hex, 20min/turn, BtIn level, Dbl-sided map, 5 countersheets. David Fox'23									
<b>Famous Victory, Blenheim &amp; Ramailles</b>	8240	Moments in History	\$45.00	New	BC	OoP		3	
New & shrinkwrapped. ■ 2 great btIs from the Spanish War of Succession involving the Duke of Marlborough, a brilliant Brit general: Blenheim 1704 & Ramillies 1706. Depicts musket & bayonet tactics of the time. 2 scenarios, btIn/rgt lvl. R.Berg'94									
<b>Great Northern War #302</b>	143170	Decision Games S&T Games	\$39.00	New	n	OoP		6	
Last copy. ■ Mag & Game. Strategic level game of the Swedish-Russian War of 1700-09 that ended with the decisive battle at Poltava and the destruction of the invading Swedish army. Map spans area from Denmark to Moscow. Event chits allow for often wild fluctuations if you can occupy key locations. Key dynamic is the occupation of fortresses which provide both victory points & morale points. Seasonal turns, 228 counters, multiple scenarios, 45mi/hex. J.Miranda'16 / ARTICLES ON: the Great Northern War; Battle of Tours, 732AD; Poland Resorted, Battle of the Niemen, 1920; Nez Perce War of 1877; Polish Bombers of the 1930s; Military Science in the Age of Charles XII & Peter the Great; European Bows on the SW Frontier; Soviet Navy's 100mm AA Gun.									
<b>Marlborough, War Spanish Succession #238</b>	78141	Decision Games S&T Games	\$34.00	New	n	OoP		6	

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	BOX	Out-of Errata	Game #-	
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ? Scale Plyrs
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 Getysburg, battle of the Sakarya River; the Chimurenga War, Rhodesian Insurgency 1966-80; Civil War Submarine Operations.								
<b>Marlborough's BtIs, Ramillies etc #256</b>	<b>88441</b>	<b>Decision Games</b>	<b>S&amp;T Games</b>	<b>\$27.50</b>		<b>New</b>	<b>n</b>	<b>OoP</b> 3
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.								
<b>GUNPOWDER: War of Austrian Succession, 1740-8</b>								M.Dean@FineGames.com h 866-690-7878 10am - 9pm P
<b>Austrian Succession, War of the... #289</b>	<b>137515</b>	<b>Decision Games</b>	<b>S&amp;T Games</b>	<b>\$32.50</b>		<b>New</b>	<b>n</b>	<b>OoP</b> 4
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 Austrian 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.								
<b>Clash of Sovereigns, War Austrian Succes</b>	<b>151597</b>	<b>GMT Games</b>		<b>\$48.00</b>	<b>**</b>	<b>New</b>	<b>BC</b>	<b>**</b> Going 8 4
Game of the War of Austrian Succession, 1740-48 which begins with Prussia attempting to sieze Silesia in a surprise invasion, but instead begins a global war. The death of Charles VI and the appointment of Maria Theresa to the throne emboldens France, Prussia & Spain to target chunks of the Holy Roman Empire. 2-4 player, card-driven game with a free-wheeling & fast playing feel; streamlined from earlier Clash of Monarchs system. Campaign game covers entire war, with 3 scenarios covering 2-3 year periods of the war. Very different natures of the national armies & goals makes for some difficult choices & odd bedfellows. High replay value. 160 cards, 470 counters. Bob Kalinowski'23								
<b>GUNPOWDER: Reformation Period Wars, 1517-55</b>								M.Dean@FineGames.com h 866-690-7878 10am - 9pm P
<b>Holy Roman Empire #247</b>	<b>83680</b>	<b>Decision Games</b>	<b>S&amp;T Games</b>	<b>\$35.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b> 8
Last copy. ■ Mag & Game. Roman Empire under the Hapsburgs take on the new nation-states of Europe in the Wars of Reformation, 1524-38: France, the Ottoman Empire and the Protestant areas of central Europe. Focuses on leadership, as well as diplomacy among the players, and includes economics. Map is a stylized grid covering Europe from Paris to Rome to Warsaw. For 2-4 players. 1yr/turn; 50mi/sq. J.Miranda'07. Mag contains ARTICLES ON: the Italian Wars 1494-1520 & seven key battles of this period; Art of War in Europe of the 1500s; Fall of France 1940; Battle of Fallujah, Iraq, 2004.								
<b>Holy Roman Empire #247</b>	<b>151500</b>	<b>Decision Games</b>	<b>S&amp;T Games</b>	<b>\$24.00</b>		<b>Excell</b>	<b>n</b>	<b>OoP</b> 8
Complete. Small abrasion hole at bottom of spine. Otherws EXCEL in all respects. ■ Mag & Game. Roman Empire under the Hapsburgs take on the new nation-states of Europe in the Wars of Reformation, 1524-38: France, the Ottoman Empire and the Protestant areas of central Europe. Focuses on leadership, as well as diplomacy among the players, and includes economics. Map is a stylized grid covering Europe from Paris to Rome to Warsaw. For 2-4 players. 1yr/turn; 50mi/sq. J.Miranda'07. Mag contains ARTICLES ON: the Italian Wars 1494-1520 & seven key battles of this period; Art of War in Europe of the 1500s; Fall of France 1940; Battle of Fallujah, Iraq, 2004.								
<b>GUNPOWDER: Japan &amp; Asia</b>								M.Dean@FineGames.com h 866-690-7878 10am - 9pm P
<b>Commands &amp; Colors, Samurai Battles 2nd</b>	<b>151548</b>	<b>GMT Games</b>		<b>\$55.00</b>	<b>**</b>	<b>New</b>	<b>DC</b>	<b>**</b> 3
2023 reprint. Complete game in the Commands & Colors game series. Focuses on tactical battles in medieval Japan with 40 scenarios. Includes many unit types & terrain types. Terry Leeds'23								
<b>GUNPOWDER: Naval Battles &amp; Campaigns</b>								M.Dean@FineGames.com h 866-690-7878 10am - 9pm P
<b>Armada, 1st #72</b>	<b>131180</b>	<b>SPI S&amp;T Magazine Games</b>		<b>\$12.50</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b> Err 4
Cherry. ■ Mag & Game. Strategic level land & naval conflict between Spanish Empire & English/Dutch forces thruout Europe, 1585-1604. 1st ed decidedly underdeveloped; 2nd ed rules strongly suggested. S.Hart'79 / ARTICLES ON: The War with Spain & the Sinking of the Spanish Armada, 1585-1604; Ships that Controlled the Seas 1914; Roman Siege Warfare; Mechanized Warfare in the 1980s; ERRATA for Cassino #17; Brief reviews of recently published games; Modern Naval Radar Jamming.								
<b>REVOLUTIONARY AMERICA, 1759 -- 1815 in North America</b>								(541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST
<b>REVOLUTIONARY AMERICA: French &amp; Indian Wars 1756-60</b>								M.Dean@FineGames.com h 866-690-7878 10am - 9pm P
<b>French &amp; Indian War #231</b>	<b>72409</b>	<b>Decision Games</b>	<b>S&amp;T Games</b>	<b>\$42.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b> 6
Last copy. ■ Mag & Game. Strategic level game of the struggle for north America during the French & Indian War, 1756-63. Uses the system from Asia Crossroads, at rgt/br level, with economic resource collection & unit building. 3 scenarios, 200 counters. J.Miranda'05 / ARTICLES ON: French & Indian War, 1754-60; Battles of the French & Indian War; Broken Hill Picnic Train 'Massacre' in Australia, 1915; South Africa's Airborne Assault, May 1978; Voyage of USS Oregon; End of Russian Dominance in Poland; Warsaw's Jewish Ghetto Fights Back, 1943; France's Global Reach; Hostage Rescue at Kolwezi, 1978.								
<b>French &amp; Indian War Battles #340</b>	<b>151179</b>	<b>Decision Games</b>	<b>S&amp;T Games</b>	<b>\$37.50</b>		<b>New</b>	<b>n</b>	<b>OoP</b> 3
Mag & game. Game of grand tactical battles of the French & Indian War of 1754-60. Each involved relatively small forces but were decisive for the control of what is now Canada. Includes 3 scenarios: Lake George (Sept 1755), Fort Oswego (Aug 1756) & Quebec (Sept 1759), each with its own map. Emphasis on leadership, light troops in the largely forested areas of battle, plus special events. Company/btln level, 50-150yd/hex, 10-60min/turn, 176 counters. Joseph Miranda'23 / ARTICLES ON: Decisive Battles of the French & Indian War; Timur's 1398 Invasion of India & the Sacking of Delhi; Goose Green, The Falklands 1982; Armor in the Philippines 1941-2; Iranian Drones in Venezuela; Emerging Russo-Turkish Axis; Cold War Weapons in the Russo-Ukraine War; Lightning Carriers in the Indo-Pacific; 1946 Azerbaijan Crisis; First Arab Siege of Constantinople 674-8AD; Long Rifles in the 1815 Battle of New Orleans; Renault FT-17 Tank.								
<b>REVOLUTIONARY AMERICA: American Revolutionary War - Strategic Level</b>								M.Dean@FineGames.com h 866-690-7878 10am - 9pm P
<b>1776: Leader Variant Counters</b>	<b>151495</b>	<b>AH Avalon Hill Game Co.</b>		<b>\$4.00</b>		<b>Mint</b>	<b>n</b>	<b>OoP</b> 6
Photocopied rules & ~40 die cut counters from Gen 25/2. ■ 40 Leader counters for a variant in Gen 25/4 provided as photocopied rules; counters themselves found in subscriber copies of Gen 25/2. Adds leaders to 1776 affecting movement, combat & more.								
<b>American Revolution in the South #304</b>	<b>142796</b>	<b>Decision Games</b>	<b>S&amp;T Games</b>	<b>\$38.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b> 4
Last copy. ■ Mag & game. Game of 5 of the historical campaigns conducted in the Carolinas during the American Revolution, 1776-81. Includes 1776 North Carolina, 1779 Savannah, 1780 Overmountain, 1781 Green v Cornwallis, and 1781 Green v Rawdon. Emphasis is on leaders & leadership. 280 colorful counters, 8mi/hex, 50-1500men/unit, individual leaders. Eric Harvey'17 / ARTICLES ON: Southern War for American Independence; Bulgarian Liberation, 1877-78; Chemical Warfare in the 20th Century; Discovering PT-109; Raid on Shaik Sa'id, Yemen, 1914; Shadow Warriors, SOE & OSS; Corps of Canadian Voyageurs.								
<b>Liberty or Death 3rd</b>	<b>151123</b>	<b>GMT Games</b>		<b>\$46.00</b>	<b>**</b>	<b>New</b>	<b>DC</b>	<b>**</b> 6 4
2017 reprint. ■ 2023 reprint of this popular game of the American Revolution using the popular COIN Counter-Insurgency game system. For 1-4 players, with multiple factions interacting (British, Rebels, French & Indians). Card-assisted play allows for brilliant actions, rabble-raising, French entry, India raids, blockages, etc. The British initially have the initiative, strength & mobility, but can't be everywhere. The Americans must muster & preserve their strength and pick their battles carefully. Highly suitable to solitaire play. Includes 150 wooden pieces, 110 cards. 1yr/turn. H.Buchanan'23								
<b>REVOLUTIONARY AMERICA: War of 1812</b>								M.Dean@FineGames.com h 866-690-7878 10am - 9pm P
<b>Twilight's Last Gleaming, War v2 #225</b>	<b>68809</b>	<b>Decision Games</b>	<b>S&amp;T Games</b>	<b>\$25.00</b>		<b>New</b>	<b>n</b>	<b>OoP</b> 3
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.Sarioego, 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.								
<b>REVOLUTIONARY AMERICA: Naval Combat in the Age of Sail</b>								M.Dean@FineGames.com h 866-690-7878 10am - 9pm P
<b>Under the Southern Cross</b>	<b>151201</b>	<b>GMT Games</b>		<b>\$39.00</b>		<b>New</b>	<b>BC</b>	1
Stand-alone game in the Flying Colors game series, this covering the South American Republics during the 19th century. Additional rules pertaining to the environment and times. Covers 24 battles of varying size. Also includes the ship duel map & activation cards previously published in Serpents of the Seas, with 18 duel scenarios. 2 countersheets, 3 maps, 55 cards. Mike Nagel'23								
<b>NAPOLEONIC WARS, 1796 -- 1815</b>								(541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST
<b>NAPOLEONIC: Strategic Games 1796-1815</b>								M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
See page 1 for an explanation of the various codes & column data used in this catalog.										
<b>Empires in Arms, 2nd: 1792 SCENARIO COPY</b>	92055	AH	Avalon Hill Game Co.	\$1.00		Excell	n	OoP	6	
Photocopy of scenario & 15 original leader counters published in Gen 25/2. Adds a scenario for the period 1792-1802. Also includes Waterloo 1815 scenario.										
<b>Empires in Arms, 2nd: ADV NAVAL RULESCPY</b>	87206	AH	Avalon Hill Game Co.	\$1.00		Excell	n	OoP	6	
Original pages from General, trimmed to just more than the size of the articles on page. ■ Photocopy of 4pg article from Gen providing more sophisticated naval rules.										
<b>NAPOLEONIC: 1796-1805 Napoleon's Early Campaigns</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Austerlitz 1805, Rising Eagles</b>	151563	Hexasim	Games	\$60.00		New	BC		4	
French-produced game with English & French rules. Covers one of the great victories of Napoleon's career, Austerlitz in 1805. Emphasizes orders from leaders to units, and this game makes changing orders more difficult than in prior games in this series. 4 countersheets, 2 double-sided maps, regt level, 250m/hex, 1hr/turn. Walter Vejdovsky'16										
<b>Crowning Glory, Austerlitz 1805 #57</b>	151284	Against the Odds	Magazine	\$32.50		New	HP		4	
Mag & game. Includes Enter the Dragon expansion counters for Red Dragon Blue Dragon. Game of what is generally considered Napoleon's greatest victory, the crushing defeat of the Austrians & Russians at Austerlitz in 1805. Feigning weakness, Napoleon encouraged his opponents to attack his right flank which they did, whereupon he attacked their center. Breaking thru, the French surrounded the Third Coalition forces. 600yd/hex, brig/div level, 1hr/turn, 1 map, 216 counters. Ty Bomba'23										
<b>NAPOLEONIC: 1807 Campaigns</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Napoleon at Eylau #138</b>	151497	WWW Strategy & Tactics		\$14.00		New	n	OoP	2	
Last copy. ■ Mag & Game. Game of the battle of Pruessich-Eylau, Feb 1807, between French & Russians at grand tactical level. Update of early 3W game by same name. 1hr/turn, 175yd/hex, 110 counters. K.Poulter'90 / ARTICLES ON: Battle of the Boyne & the Williamite War 1690; US Army v Marine Divisions in the Korean War; Orde Wingate, the Lawrence of Ethiopia; Byzantium, the Forgotten Empire; Napoleon's Campaign in Poland & Prussia, 1806-7; ERRATA for Doomed Victory #136 (extensive).										
<b>NAPOLEONIC: 1814 Campaigns</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Beyond Waterloo: Before Waterloo Kit</b>	151283	Against the Odds	Magazine	\$22.50		New	zl	OoP	8	
Kit for the 2nd edition of Beyond Waterloo (only) covering the full scope of the precarious situation that France faced in 1814. Napoleon must defend against an overwhelming, pan-European coalition seeking to take him down once & for all. Includes diplomatic & political activity to postpone war, and evaluation of resource & victory points over time. Strategic level, 1 small map extension, 280 counters, 12 cards. John Prados'2023										
<b>NAPOLEONIC: 1815 Campaigns</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Waterloo 1815, Fallen Eagles II [2nd]</b>	151565	Hexasim	Games	\$60.00		New	BC		3	
Fully updated 2nd edition with revised OoB & new map, plus rules revisions. Regt/Btl level game of the 3 day battle of Waterloo, June 1815. 4 countersheets, 2 maps, 18 cards, 200m/hex, 1hr/turn. Scenarios for key battles of Hougomont, D'Erlon's Attack & Plancenoit, plus the grand campaign. Focus of mechanics is on morale, attrition & unit commitment, with div & corp-level units required to follow preassigned orders till changed. Relatively high solitaire suitability. W.Vejdovsky'23										
<b>Wellington's Victory</b>	2268	SPI	Games	\$150.00		Mint	FT	OoP	2	
2FTs. FTs intact but yellowed & aging; components cherry mint. ■ Grand tactical monster game of the final day & battles at Waterloo, 18 June 1815. Game attempted to recapture the success of Terrible Swift Swords in the Napoleonic era, but was never as successful. System focuses on line of sight, formations (including skirmishers) & facing, effectiveness, shock effects, morale, etc. Scenarios for Hougomont, La Haye Sainte, Plancenoit, historical day campaign, & a hypothetical early French assault. 2000 counters, btn/rgt level, 100yd/hex, 15min turns. Later reprinted by TSR as a 2nd ed. F Davis'76										
<b>NAPOLEONIC: Tactical Level Battles</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Commands &amp; Colors, Napoleonic 5th</b>	151332	GMT	Games	\$50.00	**	New	DC	**	3	
2023 Reprint. Block-system game covering 15 Napoleonic era battles. Includes French, British & Portuguese troops. Battles include: Rollica 1st & 2nd, Vimiero, Corunna, River Coa, Talavera, Bussaco, Reynier's & Ney's Assault, Redinha, Salamanca, Garcia Hernandez, Aire, Quatre Bras & Waterloo. 340 blocks, mounted map, 70 command cards. R.Borg'23										
<b>AMERICAN CIVIL WAR, 1861 -- 1865</b> (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST										
<b>AMERICAN CIVIL WAR: Strategic Level</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>U.S. Civil War 2nd</b>	151657	GMT	Games	CALL	**	New	DC	**	6	
2022 reprint. Strategic level game of the American Civil War, 1861-65. Seasonal turns, each with several impulses. Units are leaders and generic strength point units representing about 5000 men per point, plus ships, forts, etc. Scenarios for each of the first 3 years of the war, and the grand campaign. Without the naval rules, rules length is 21pgs. RECOMMENDED GAME. 2 mounted maps, 3 countersheets, 30 special event cards. 5000men/strength pt, 24mi/hex, 3mo/turn. M.Simonitch'22										
<b>AMERICAN CIVIL WAR: Campaigns of 1861</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Day Was Ours, First Bull Run July '61 ZL</b>	150665	Revolution	Games	\$42.00		New	zl		4	
Packaged in a ziplock. Game of the First Battle of Bull Run, July 1861, using the Blind Swords game series. Covers the often chaotic first major battle of the American Civil War. The Confederate leadership had concluded they'd been outnumbered & beaten, but the troops continued fighting and turned a defeat into a victory. Using this system, troops may not respond to orders, may hold their fire (mistaking foe for friend). 1 map, 176 counters. '21										
<b>Red Badge of Courage, 1st &amp; 2nd Bull Run</b>	55441	GMT	Games	\$45.00		Mint	BC	OoP	3	
1x3 Inventory Label on box cover that can't be safely removed. ■ w/ 2001 ed series rules. 8th game in the Great BtIs of Am Civil War. This edition covers the 1st & 2nd Battles of Bull Run (Manassas), July 1861 & Aug 1862. Rgt level, w/ 1120 counters, 2 maps, and a total of 8 scenarios. R.Berg'01										
<b>Thunder at Dawn, Wilson's Creek ZL</b>	151159	Revolution	Games	\$38.00		New	zl		3	
Packaged in a bookcase box. Game using the Blind Swords system covering the battle of Wilson's Creek, Aug 1861, the first battle west of the Mississippi near Springfield Missouri. A Union force and two Confederate forces, all green, Mistakes & misjudgements heavily influenced the battle, with an early Union success end with a Union retreat. Regt level, 1 map, 176 counters. '21										
<b>AMERICAN CIVIL WAR: Campaigns of 1862</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P										
<b>Cedar Mountain #86</b>	150887	SPI S&T Magazine	Games	\$19.00		New	n	OoP	2	
Last copy. ■ Mag & Game. GBACW v.4. Union troops under Banks surprise a superior force under Stonewall, Aug '62, then must fight for their lives. 30min/turn, 125yd/hex, 30min/turn. D.Bush, J.Simon, A.Williams'81 / ARTICLES ON: Cedar Mtn, Prelude to Bull Run; the Alamo & the Texas War for Independence, 1835-61; Operational Update at SPI.										
<b>Fire on the Mountain</b>	150173	Legion	Wargames	\$38.00		New	BC		3	
Game of Sept 1862 actions around Turner's Gap & Fox's Gap during the Confederate invasion of the north that year, and Stonewall Jackson's siege of Harper's Ferry. 3 Confederate brigades, later reinforced by 2 of Longstreet's divisions, are charged with blocking three Union corps. Ultimately, only the Union's delay allowed the Confederates to avoid defeat. 218 counters, brig level, 300yd/hex, 1hr/turn. John Poinske'22										
<b>Greater Victory, South Mountain 1862 ZL</b>	151157	Revolution	Games	\$44.00		New	zl		4	
Ziplocked version. Game of a key battle fought in Sept 1862, three days before the major battle of Antietam, and influencing the latter as well as Stonewall's siege of Harper's Ferry. Uses the Blind Sword game system of unit activation. The Confederates under DH Hill are heavily outnumbered, but the Union forces are scattered and must coordinate across most difficult terrain. Played on a single map, but with two small scenarios covering Fox's Gap & Frosttown, plus a scenario covering the entire battle. Well suited to solitaire play. OoB reflects the effective strength of units rather than just the number of men. 352 counters, regt/brig level. Steve Carey'22										
<b>Into the Woods, Battle of Shiloh 1862</b>	151532	GMT	Games	\$39.00	**	New	DC	**	3	
8th installment of GMT's line of Great Battles of the American Civil War (GBACW) begun with SPI's Terrible Swift Swords. Shows the 1862 battle of Shiloh, as the Confederates under Johnson surprise Grant's forces along the Mississippi. Uses chits to activate higher units. Includes 10 scenarios, from single divisions on each side to the full 2-day campaign. Includes the effect of the Confederate surprise attack, the green quality of many of units, and the unique role the Confederate general Johnson played. High solitaire suitability. 1hr/turn, 110yd/hex, 50men/strength point, 1120 counters, 2 double-sided maps. Richard Berg, Dick Whitaker'22										
<b>Thunder in the Ozarks, Pea Ridge 1862 ZL</b>	151370	Revolution	Games	\$35.00		New	zl		3	

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ? Scale Plyrs

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

**AMERICAN CIVIL WAR: Campaigns of 1863** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**1863, Turning Point in the Civil War#297** 117233 Decision Games S&T Games \$35.00 New n OoP 6  
 Last copy. ■ Mag & game. Strategic level, area-move game of the American Civil War in the pivotal year of 1863. Uses a Battle for Germany-style system with one player controlling the eastern Union forces & western Confederate forces, and the other vice versa. Players seek to score the most points for capturing cities & winning battles. 1mo/turn, div/corp level, 1mo/turn, 30mi/inch, 176 counters. J.Miranda'16 / ARTICLES ON: 1863, Turning Point of the American Civil War; Area Denial (Anti-Access) Warfare; the An Lushan Rebellion, 755-763, in China; Battle of Grozny, 1994-5; Capturing Prize Ships in the 16-18th Century; German Gunboats in Chinese Riverways During WWI; Byzantine Campaigns of Basil II in Syria, 976AD; US Unmanned Surveillance Drones.

**Chancellorsville & Plevna #218** 151481 Decision Games S&T Games \$25.00 New n OoP 3  
 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 in the 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.

**Longstreet Attacks, Gettysburg, 2d Day** 151506 Revolution Games \$45.00 New BC OoP 3  
 Packaged in a halfcase box. Covers the critical 2nd day at Gettysburg, 2 July 1863, from 4pm till twilight. During this day, Longstreet launched key attacks for position against Sickles' positions on the southern end of the battlefield. 5 scenarios, including a tutorial scenario covering the battle for the Round Tops, and the main scenario which begins at 4pm on 2 July. 140yd/hex, 20min/turn, 392 counters. Hermann Luttmann'18

**Longstreet Attacks, Gettysburg, 2d DayZL** 151609 Revolution Games \$37.00 New zl OoP 3  
 Packaged in a ziplock. Covers the critical 2nd day at Gettysburg, 2 July 1863, from 4pm till twilight. During this day, Longstreet launched key attacks for position against Sickles' positions on the southern end of the battlefield. 5 scenarios, including a tutorial scenario covering the battle for the Round Tops, and the main scenario which begins at 4pm on 2 July. 140yd/hex, 20min/turn, 392 counters. Hermann Luttmann'18

**AMERICAN CIVIL WAR: Campaigns of 1864-5** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Atlanta Campaign: Peachtree & Jones #169** 151487 Decision Games S&T Games \$25.00 New n OoP 3  
 Mag & Game. BtIs of Am Civ War series (Blue & Grey 2nd). Covers btIs of Peachtree Creek & Jonesboro, 1st & last attempts to save Atlanta, July 1864 as the Confeds desperately try to defend Atlanta from Sherman's armies. Scenarios can be linked into a campaign. 300yd/hex, 500men/strength pt, 1hr/turn. R.Markham and C.Cummins '94 / ARTICLES ON: Sherman's Atlanta Campaign of 1864, pt 1; Airpower in the Stalingrad Campaign, 1942-3; America's First Foreign War, the campaign against the Barbary Pirates 1801-5; Viva Zapata 1994; North Korean Scud missile; modern US Marine division; US Navy's Phalanx AA gun; Hapsburg's Best Shot at Napoleon; Pappenheim, mercenary commander; Gulf War intelligence ops; ERRATA for Austro-Prussian #167, Savage Station #166, Caesar in Gallia #165, Seven Years War #163, Balkan Wars #164.

**AMERICAN CIVIL WAR: Various Battles 1861-65** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Death Valley: BtIs for Shenandoah KIT** 151116 GMT Games \$21.00 New zl 3  
 Kit for the base game which adds 4 battles to the base game: McDowell (May 1862), the first battle of the Shenandoah as Jackson's reconstituted army attempts to defeat two Union forces in detail; Second Winchester (June 1863, in which Jackson attempts to clear the lower valley to support supply lines for the Confederate invasion of the north later that month); Piedmont (June 1864, during which a larger Union force under Hunter aggressively moves up the valley defended by a much smaller, scratch force); and Cool Spring (July 1864, as Early's corp fresh an abortive drive on Washington, turns to attack pursuing Union forces). Includes 560 counters, 4 maps. '22

**Hornet's Nest, Buying Time at Shiloh** 151587 Decision Games \$9.00 New Fo 3  
 Small folio game of the desperate Union defense of the roads leading to Pittsburgh Landing which supplied their army against a determined Confederate attack during the height of the battle of Shiloh, Apr 1862. Uses the Musket & Saber game system that emphasizes unit quality over size, and shows the unique roles of artillery & reserves. '21

**Little Round Top, Attack at Gettysburg** 151598 Decision Games \$9.00 New Fo 3  
 Small folio game of the Confederate attack on Little Round Top at the end of the 2nd day of the battle of Gettysburg, 2 July 1863. The Confederates attempt an initially successful flanking attack, then run into reinforcements anchored on the hill. Success for the Confederates here would likely have meant disaster for the Union army. Combat is based on unit quality over size, and shows the unique roles of artillery & cavalry. '21

**OTHER 19th CENTURY CONFLICTS, 1800 -- 1899** (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST

**19th CENTURY: Political & Economic Struggles** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Prime Minister** 151539 GMT Games \$49.00 \*\* New DC \*\* A 6  
 1-4 player of this key position in the British Empire during the reign of Queen Victoria beginning in 1837. Players represent one of 10 PMs that served during Victoria's reign, who may shift during the game between being PM to Opposition Leader to Backbench. Players participate in the mechanics of government always with an eye to the next election - and gaining victory points that determine who wins. High solitaire suitability with rules for bot play. 228 cards, mounted map, 54 wood markers. Paul Hellyer'23

**19th CENTURY: North American Indian Wars** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Custer's Final Campaign** 151579 Decision Games \$11.50 New Fo 4  
 Small game in the Mini game series. Covers the 7th Cavalry at Little Big Horn, and the destruction of Custer's regt. Map covers an area from Helena MT to the Dakotas using a pt-pt system. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards. J.Miranda'12

**Little Bighorn 3rd** 151432 Legion Wargames \$64.00 New BC OoP 2  
 Revision of this award-winning game of the battle that ended Custer's career as a rash Indian fighter commanding the US 7th Cavalry. Custer divides his forces then blunders into a mass encampment of Cherokee & Sioux Indian and is ultimately surrounded and annihilated. This game focuses on Custer's forces, with options for the arrival of Gibon's forces and/or the use of the latter's gattling guns in this battle; Rosebud, a sister game, covers Cook's forces. Tactical level, with 20min/turn. Ammo and supply is a key factor. 440 large counters, 2 maps. M.Taylor'16

**Rosebud Creek, Battle of the... 2nd** 151005 Legion Wargames \$42.00 New BC 2  
 Update of game & physical presentation. Game of the smaller battle that preceded the Little Bighorn, 1876. Just before the bigger battle, Gen. Cook's detachment of the 7th Cav is attacked along Rosebud Creek and forced to retreat, leaving Custer without the support of a third of his forces. 264 counters. M.Taylor'16

**19th CENTURY: Mexican-American War 1847** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Rough & Ready #212** 64268 Decision Games S&T Games \$28.00 New n OoP 3  
 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; Interview with the Pilot of the Enola Gay; Samurai Warfare in the Sengoku Period; Technology Represented in Strategy Games, using TFG's Liftoff as an example; Ibn Battuta, Prince of Travelers.

**19th CENTURY: Wars of British Empire - Central Asia** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Asia Crossroads, Great Game #216** 68196 Decision Games S&T Games \$17.50 New n OoP 6  
 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.

**First Afghan War, 1839-42 #179** 52968 Decision Games S&T Games \$30.00 New n OoP 4  
 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.

**Sepoy Mutiny, 1857-8 #320** 146662 Decision Games S&T Games \$29.50 New n 4

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
Mag & game. 2-player game of the Sepoy Rebellion in India against the British, 1857-8. Uses the They Died With Boots On game system with random command activation, rebellions & events. Each side aims to secure control of the Indian subcontinent. 2mo/turn, 40mi/hex, 2-10,000men/unit, 176 counters. Joseph Miranda'19 / ARTICLES ON: Sepoy Mutiny, Great Indian Rebellion of 1857-59; Spain's Expeditions in SE North America, 1526-68; Triumph & Failure of Strategy, 1776-78; Original Windtalkers, Choctaws of Company E in World War I; Dogger Bank Incident of 1904; Centurions of Rome; Miscoout in the Gulf of Bomba, 1940.											
<b>19th CENTURY: Central &amp; South American Wars &amp; Revolutions</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
<b>Triple Alliance War #245</b>	<b>82337</b>	<b>Decision Games</b>	<b>S&amp;T Games</b>	<b>\$25.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>6</b>
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.											
<b>19th CENTURY: Austro-Prussian War 1866</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
<b>Austro-Prussian War, 1866 #167</b>	<b>151482</b>	<b>Decision Games</b>	<b>S&amp;T Games</b>	<b>\$29.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Mag & Game. 3rd gm in War of Imperial Age series, updates rules to earlier games. 4 scenario game of the 7 week war that led to unification of Germany under Bismarck. Brig/Div level, 3days/turn, J.Miranda'94 / ARTICLES ON: Austro-Prussian War of 1866 w/ OoB; Soviet plans for the blitz across Europe in WW3, using tactical nukes all the way; US raids on besieged Rabual; Exploits of HL Huntley submarine; CIA's buyback program for Stinter AA missiles; An Intro to Geopolitics; ERRATA for Balkan Wars #164, Seven Years War #163, Saipan #162; Decision Games Acquires SPI Titles.											
<b>19th CENTURY: Franco-Prussian War 1870-1</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
<b>Sedan Campaign, 1870 #224</b>	<b>69812</b>	<b>Decision Games</b>	<b>S&amp;T Games</b>	<b>\$28.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
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.											
<b>19th CENTURY: Russo-Turkish War 1877-8</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
<b>Russo-Turkish War, 187-78 #154</b>	<b>32167</b>	<b>Decision Games</b>	<b>S&amp;T Games</b>	<b>\$24.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>6</b>
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.											
<b>19th CENTURY: Various Lesser Wars &amp; Battles</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
<b>Banana Wars, Caribbean 1898-1935 #322</b>	<b>150801</b>	<b>Decision Games</b>	<b>S&amp;T Games</b>	<b>\$37.50</b>			<b>New</b>	<b>n</b>			<b>4</b>
Mag & game. Game of the US interventions & invasions in the Caribbean, 1898-1935, in what are called Banana Wars. The US interfered in other nations' affairs 50 times largely to benefit multinational fruit companies, including 7 interventions of Honduras alone. The US seeks to essentially eliminate local revolts, while the nativist play seeks to spread revolte around the Caribbean. Cards provide activity points to the US actions and also historically based historical actions; card sets vary by president. 80 counters, 55 cards. An innovative game. John Poniske'20 / ARTICLES ON: US Military Interventions in the Caribbean, 1898-34; Julian the Apostate & the Battle of Strasbourg, 357AD; Omar Pasha's Danube Campaign, Prelude to the Crimean War; Okinawa 1945; Panzer Battles on the Chir River.											
<b>Italian-Ottoman War 1911-12 #325</b>	<b>151086</b>	<b>Decision Games</b>	<b>S&amp;T Games</b>	<b>\$37.50</b>			<b>New</b>	<b>n</b>			<b>4</b>
Mag & Game. Game of the Italian invasion of northern Africa in what is now Libya in 1911-12, seeking to wrest the area from the Ottoman Empire. The Italians easily sieze the coastal towns, but Ottoman defenders & local Bedouin tribes hold the interior. The war ended with Italian control after an Italian naval victory in the Mediterranean. Central dynamic is the Action Point which constrains each sides ability to move, fight & secure reinforcements. Victory is based on beating the historical outcome. 176 counters, 45km/hex, 1-2mo/turn, btln/regt/brig level. Joseph Miranda'20 / ARTICLES ON: the Italian-Ottoman War in Libya, 1911-12; Battle of Pydna, 168BC; Stalin's Command Decisions in WWII; Sandino's War in Nicaragua, 1927-34; Joffre in Command of France, 1914; Napoleon & the Military Revolution; the Tobruk Naval Supply Runs, 1941; Dreadnoughts; Fall of Acre, 1291.											
<b>Manoeuvre: Distant Lands Kit</b>	<b>151558</b>	<b>GMT Games</b>		<b>\$17.00</b>			<b>New</b>	<b>zl</b>			<b>3</b>
Expansion to base game. Provides 4 decks of army cards for new nations of Sweden, India, China & Japan, each very different than each other as well as armies in the base game. Includes 8 small geomorphic map panels as well as a sheet of counters & rulebook. Fast-playing game of grand tactics battlefield command & combat in the general time frame of the Napoleonic Wars. '17											
<b>Russian Boots South #338</b>	<b>150499</b>	<b>Decision Games</b>	<b>S&amp;T Games</b>	<b>\$37.50</b>			<b>New</b>	<b>n</b>			<b>6</b>
Mag & game. Game of the Russian conquest of central Asia during the period 1850-90. The region was at the time a large number of independent kingdoms & tribes until subjugated one by one by both Russians & British. Local forces may be aided by interventionist forces including Afghans, Brits, Chinese & Jihadis. Uses the They Died With Boots On, Julian & Sepoy Mutiny game system w/ uses chit picks to activate independent commands. 3 scenarios covering 1854-85, 1873-93, and the grand campaign. Battalion/division level, 176 counters, BtlN/Div level, 53mi/hex, 1-6yrs/turn. Joseph Miranda'22 / ARTICLES ON: Russian Conquest of Central Asia; Hill 395, Korea Oct. 1952; Gallipoli Campaign, pt 2 (see #336 for pt.1); End of the Safavis, Battle of Golnabad 1722; Will Tac Nukes be Used in Ukraine?; Syria Update; Cuban Air Force in 2022; Assyrian Siege Warfare; Anti-Communist Uprisings in the 1950s; Operation Fork, the Allied Occupation of Iceland 1940.											
<b>WORLD WAR I, 1912 -- 1920</b> (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST											
<b>WW-1: Strategic Level, All Fronts</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
<b>Attrition of Souls, WW I Strategic Scale</b>	<b>150731</b>	<b>Compass Games</b>		<b>\$53.00</b>	<b>**</b>		<b>New</b>	<b>BC</b>	<b>**</b>		<b>6</b>
Simpler, fast-playing, grand strategic scale game of World War I in Europe & the Near East with combat akin to Axis & Allies. Played on a point-point map of Europe, with relatively few points. Bloody combat system means no easy victories. Includes mounted map, 2 counter sheets, 20 event cards. Scott Leibbrandt'20											
<b>Paths of Glory, First World War 7th</b>	<b>151652</b>	<b>GMT Games</b>		<b>\$50.00</b>	<b>**</b>		<b>New</b>	<b>BC</b>	<b>**</b>		<b>8</b>
2023 deluxe reprint (ie 7th edition) of the last revision of this extremely popular strategic level game of WW-1 in Europe and the Near East using the modestly simple board game utilizing cards for strategic events, ala Krieg. Corp/army level, w/ seasonal turns. 3 scenarios.Changes in this game included a double-sided map with traditional & tournament maps, 20 new optional cards, update rules & player aids, and new optional counters. MOST HIGHLY RECOMMENDED. '23											
<b>War to End Wars</b>	<b>3076</b>	<b>Worldwide Wargamer (3W)</b>		<b>\$13.00</b>			<b>Mint</b>	<b>HC</b>	<b>OoP</b>	<b>Err</b>	<b>6</b>
Unpunched. Rules neatly highlighted in yellow. Includes several variant & strategy articles on game. ■ 2-3 player, small strategic lvl gm of WW1 thruout Europe & Mid East. w/ specialized units, sub warfare, variable neutral entry. 1 scenario + campaign game. Overly ambitious for a simple game. A dud. R.Sandell'85											
<b>World War I 2nd</b>	<b>10863</b>	<b>Decision Games</b>		<b>\$25.00</b>			<b>V.Good</b>	<b>HC</b>	<b>OoP</b>	<b>Err</b>	<b>6</b>
1994 2nd edition in HC box. Rules highlighted in yellow. Otherws Excellent condition. ■ Revision of strat, army lvl classic w/ addition of mid-eastern front and update graphs (not necessarily for the better). '94											
<b>World War I 4th [Deluxe]</b>	<b>151588</b>	<b>Decision Games</b>		<b>\$52.00</b>			<b>New</b>	<b>BC</b>			<b>6</b>
Deluxe 4th edition upgrades the graphics and expands the game to cover the Middle East as well as air, naval & special forces. Well-received, strategic level game of World War I thruout Europe using resource pts as the essential representation of national resources & will to continue the war. Effective, most elegant design, even 40 years after original publication. 36mi/hex, 6mo/turn, army level, 228 counters. J.Miranda, J.Dunnigan'18											
<b>WW-1: Western &amp; Italian Fronts</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
<b>1918, Imperial Germany's Last Chance#223</b>	<b>69128</b>	<b>Decision Games</b>	<b>S&amp;T Games</b>	<b>\$24.00</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>6</b>
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.											
<b>Caporetto, Italian Front 1917-18 #337</b>	<b>151090</b>	<b>Decision Games</b>	<b>S&amp;T Games</b>	<b>\$37.50</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Mag & game. Game of the nearly-decisive Central Powers' 1917 offensive in NE Italy which came close to knocking Italy out of World War I, followed by the balance of the war thru its end in Oct 1918. Both Italian & Austro-Hungarian armies were exhausted, and their units fragile. The Central Powers have assault units trained in infiltration that can attack & move twice in a turn. Game neatly incorporates many operational factors in simple ways. Brig/Div level, 228 counters, 6mi/hex, 1mo/turn. Javier Romero Munoz'22 / ARTICLES ON: From Caporetto to Vittorio Veneto, Italy, 1917-8; Cortes Wins an Empire for Spain, 1519-21; Malvern Hill, Preview of Gettysburg; Battle of the Paracel Islands, Template of Hybrid Warfare, 1974; Expansion of the American Army in WWI; Back to Somalia; Middle East Air Defense Alliance; 2022 Russo-Ukrainian War; China's Third Aircraft Carrier; Biblical Story of Ehud; Operation Just Cause, 1989-90; Confrontation at Fort Sill, 1871.											
<b>Clash of Empires, 1914 #58</b>	<b>12305</b>	<b>WWW Wargamer Magazine</b>		<b>\$17.50</b>			<b>New</b>	<b>n</b>	<b>OoP</b>		<b>6</b>

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
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.													
<b>Death of an Army, Ypres 1914</b>		<b>151508</b>	<b>Revolution Games</b>	<b>\$50.00</b>				<b>New</b>	<b>BC</b>				<b>4</b>
Packaged in a bookcase box. Game of the First Battle of Ypres, 1914, at the end of the period after the battle of the Marne as the German and Allied armies attempted to outflank each other in a race to the sea. The British Expeditionary Force, the best army at the time, was bled dry during the campaign. Brig/reg level. 2.5 countersheets. Kerry Anderson'22													
<b>Death of an Army, Ypres 1914 ZL</b>		<b>151366</b>	<b>Revolution Games</b>	<b>\$42.00</b>				<b>New</b>	<b>zl</b>				<b>4</b>
Packaged in a ziplock bag. Game of the First Battle of Ypres, 1914, at the end of the period after the battle of the Marne as the German and Allied armies attempted to outflank each other in a race to the sea. The British Expeditionary Force, the best army at the time, was bled dry during this campaign. Brig/reg level. 2.5 countersheets. Kerry Anderson'22													
<b>Der Weltkrieg, Western Front 2nd</b>		<b>150898</b>	<b>Schroeder Publ &amp; Wargamng</b>	<b>\$60.00</b>				<b>New</b>	<b>BC</b>				<b>6</b>
2013 2nd edition. ■ Reprint or update of the Der Weltkrieg series games that covered WWI on the War on the Western Front. Simpler, operational/strategic lvl gms of wars in Europe at brig/div lvl. Includes 6 scenarios, 1 map, 1680 counter. Colorful to a bit stylized graphically. D.Schroeder '13													
<b>First Blood, Second Marne 1918 #248</b>		<b>85904</b>	<b>Decision Games S&amp;T Games</b>	<b>\$20.00</b>				<b>New</b>	<b>n</b>				<b>3</b>
Mag & Game. Tactical level combat between the American Expeditionary Force and German strosstruppen 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.													
<b>Hindenburg's War #288</b>		<b>128412</b>	<b>Decision Games S&amp;T Games</b>	<b>\$39.00</b>				<b>New</b>	<b>n</b>				<b>4</b>
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.													
<b>Operation Albion 1917-8 #343</b>		<b>151591</b>	<b>Decision Games S&amp;T Games</b>	<b>\$37.50</b>				<b>New</b>	<b>n</b>				<b>4</b>
Mag & game. Operational, area-move game of the German offensive in the Baltic area of Russia & Finland during World War I, 1917-18 (plus German intervention in the Finnish Civil War 1919), which captured the city of Riga as well as several islands thru amphibious assault, leading the the collapse of the post-Czarist government and later the Russian Revolution. Area move game combining naval, air & land aspects in a telescoping time frame. Regt/Brig level, with air squadrons & 1-3 capital ships per counter. 176 counters, 40km/inch, a single scenario. Joseph Miranda'23 / ARTICLES ON: Operation Albion & the Baltic Campaigns, 1917-18; Roman Empire, Fortified Camps to Fortified Frontiers; Task Force Faith, Defeat of US 31st Inf Regt near Chosin 1950; Russo-Turkish War, Caucasus 1806-12; Alpine Troops in World War I; Russian Planes Threaten US Forces in Syria; Swedish & French Weapons in Ukraine; Siege of Toulous 721AD; Black Seminole Indian Scouts; Invasion of Togoland 1914; Unmanned Underwater Gliders; US Gen David Gregg, Unusung Hero of Gettysburg.													
<b>WW-1: Eastern Front</b>										M.Dean@FineGames.com h 866-690-7878 10am - 9pm P			
<b>Der Weltkrieg, Eastern Front</b>		<b>151067</b>	<b>Schroeder Publ &amp; Wargamng</b>	<b>\$99.00</b>				<b>New</b>	<b>BC</b>				<b>6</b>
Update & reprint of all the 6 games (previously in 3 packages) covering the Eastern Fronts. Includes six separate games: Tannenberg, Galicia, Serbia, Gorlic-Tarnow, Brusilov & Transylvanian Gambit. 20km/hex, 4days/turn, brig/div level. 1680 counters, 4 full & 2 half maps. D.Schroeder'13													
<b>Der Weltkrieg, Tannenberg 2nd</b>		<b>151300</b>	<b>Schroeder Publ &amp; Wargamng</b>	<b>\$19.00</b>				<b>New</b>	<b>zl</b>				<b>6</b>
Update of this game in the Der Weltkrieg series of operational lvl gms of wars in 20th century Europe. This game covers the first months of WW-1 in the east on the E.Prussian front. 140 brig/div lvl counters and 1 modest sized map. Now serves as an intro to the more expansive games in this system. D.Schroeder'15													
<b>Lodz 1914, Blitzkrieg in the East #29</b>		<b>12883</b>	<b>WWW Wargamer Magazine</b>	<b>\$12.50</b>				<b>New</b>	<b>n</b>		<b>OoP</b>		<b>4</b>
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.													
<b>Operation Elope #211</b>		<b>57604</b>	<b>Decision Games S&amp;T Games</b>	<b>\$15.00</b>				<b>New</b>	<b>n</b>		<b>OoP</b>		<b>4</b>
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													
<b>WW-1: Russian Revolution 1917-22</b>										M.Dean@FineGames.com h 866-690-7878 10am - 9pm P			
<b>Reichswehr &amp; Freikorps, Europe 1920 #273</b>		<b>151461</b>	<b>Decision Games S&amp;T Games</b>	<b>\$24.00</b>				<b>New</b>	<b>n</b>		<b>OoP</b>		<b>6</b>
Last copy. ■ Mag & Game. Game of the what-if situation had the revolutionary Soviet Army captured Warsaw in 1920 and continued west into Germany. Strategic in scope, with div level units, 15mi/hex, 1wk/turn, and covering on a big-hex & rather bland map the area from the Soviet border past Berlin. B.Train & T.Bomba'12 / ARTICLES ON: the hypothetical situation had the Soviets defeated the Poles in 1920 and continued west toward Berlin; battle of Tala River, 751AD, Chinese v Caliphate forces; Napoleon's strategic flanks in Russia, 1812; Liberian Civil War, 1989-2003; the Catapillar Club (those who escaped a downed aircraft via parachute); Santa Anna's 1836 Texas campaign. '12													
<b>WW-1: Russo-Polish War 1920</b>										M.Dean@FineGames.com h 866-690-7878 10am - 9pm P			
<b>Warsaw 1920</b>		<b>151161</b>	<b>Revolution Games</b>	<b>\$32.50</b>				<b>New</b>	<b>zl</b>				<b>4</b>
Game of the battle of Warsaw, 1920 between Soviet vs Polish & Lithuanian forces that blunted the communist rush to the west. The Russians had already defeated 2 Polish army groups while advancing 500km in 5 weeks. But an aggressive defense from reorganized units & reinforcements from the south repulsed the attacking Russians. Covers the time from July-Aug 1920 in a large area around Warsaw. Simpler game with just 10pgs of rules. 1 countersheet (counters for this game were backprinted), 30km/hex, 1wk/turn, Brig/div level. Yasushi Nakaguro'22													
<b>White Eagle Eastward #156</b>		<b>145703</b>	<b>Decision Games S&amp;T Games</b>	<b>\$24.00</b>				<b>New</b>	<b>n</b>		<b>OoP</b>		<b>4</b>
Mag & Game. Russo-Polish War during the summer & fall of 1920. Poland first defends its newfound status as a nation then aggressively attacks the Soviets. Operational lvl. Tense game that goes to the wire every time. 5days/turn, 20mi/hex, brig/div level, 160 counters. T.Kane, C.Cummins'92 / ARTICLES ON: Russo-Polish War of 1920; Napoleon's Egyptian Campaign; Consequences of Napoleon's Empire; Strategic Air War Simulation in the USAF; Graft in the Spanish-Moroccan War of 1911-27; German Losses in WWI by Age Cohort; Demobilization after the Am Civil War; US Occupation of Puerto Rico, 1898; ERRATA for Case Green #152, Vittoria #151, Friedland #151, Croperdy Bridge #148, Red Beach Tarawa #142; MV Frunze & Soviet Total War; USN at Tarawa 1943.													
<b>WW-1: Balkans &amp; the Near Eastern Fronts</b>										M.Dean@FineGames.com h 866-690-7878 10am - 9pm P			
<b>Ataturk! Turkish War of IndependencePARTS</b>		<b>128864</b>	<b>Khyber Pass Games</b>	<b>\$1.00</b>				<b>Mint</b>	<b>n</b>		<b>OoP</b>		<b>4</b>
Map, only. ■													
<b>Balkan Wars, Prelude to Disaster #164</b>		<b>151486</b>	<b>Decision Games S&amp;T Games</b>	<b>\$38.00</b>				<b>New</b>	<b>n</b>		<b>OoP</b>		<b>4</b>
Mag & Game. Div/Brig lvl game of 2 wars in Balkans, 1912 & 13. First the Ottoman Empire gets bounced by allied Bulgaria, Serbia, Greece & Montenegro. Then Bulgaria gets greedy, seeking much of the spoils of the last war from its former allies. 15km/hex, rgt/brig level, 1wk/turn. Excell map covers all of the Balkans and then some. J.Miranda'93 / ARTICLES ON: Balkan Wars, 1912-3; the German 78th Assault Div in WW2; German assessment of the new tank tactics in 1943; Command Decision, the 1st Panzer Army in the Ukraine, Spr 1944; James Burnham & Western cold-war ideology; extensive ERRATA for Italian Campaign Medwar #160 & Anzio #155.													
<b>Pursuit of Glory, Great War Near East 3r</b>		<b>151655</b>	<b>GMT Games</b>	<b>\$42.00</b>				<b>New</b>	<b>DC</b>				<b>6</b>
2023 update of this stand-alone game that is both a sequel to Paths of Glory and a 2nd ed of Great War in the Near East. Covers WW1 in the Caucasus & Middle East & Turkey. Includes 1 map, 560 counters, 110 cards. T.Racier'23													
<b>Turkish Liberation, War of... #309</b>		<b>151415</b>	<b>Decision Games S&amp;T Games</b>	<b>\$37.50</b>				<b>New</b>	<b>n</b>		<b>OoP</b>		<b>4</b>
Last copy. ■ Mag & Game. Includes errata counters for World War I 2nd (14) and Cold War Hot Armor (14); includes additional rules & 6 scenarios for Cold War Hot Armor. Game covers the struggle within Turkey between 1920-22, in the aftermath of WWI and the Russian Revolution. Imperialist powers (including Greece, Armenia, Azerbaijan & Georgia with British, Italian & French support) attempt to dismember Turkey per the Sevres Treaty, opposed by Bolsheviks & the Turkish nationalist army. Imperialists must capture substantial Turkish territory to win. 200 counters, rgt/brig/div level, 30mi/hex, 3mo/turn. Javier Romero'18 / ARTICLES ON: War of Turkish Liberation; Battle of Antietam 1862; Patton's Third Army in the Lorraine; Tarleton & the British Legion; the Adriatic in WWI; Inside the Head of Frederick the Great; Landing of US 82nd Airborne in Sicily, July 1943; US Army's Use of Shotguns in 19th Century.													

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-			
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
<b>Twilight of the Ottomans #241</b> 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-Empire War? Israel & the Destruction of Iraq's Nuclear Program; 199, Marshal Suvarov in Italy.		82007	Decision Games S&T Games	\$19.00			New	n	OoP		6
<b>WW-1: African Front</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
<b>Defiance, Battle for Cufra, 1931 PARTS</b> Map, only. ■		128865	Khyber Pass Games	\$1.00			Mint	n	OoP		4
<b>Defiance, Battle for Cufra, 1931 PARTS</b> Countersheet, only. ■		128866	Khyber Pass Games	\$2.00			Mint	n	OoP		4
<b>Jassin 1915 PARTS</b> Map, only. ■		128863	Khyber Pass Games	\$1.00			Mint	n	OoP		4
<b>Lawrence of Arabia, the Arab Revolt 1917</b> With British encouragement, Arabia rebelled against Ottoman occupation in the last half of World War I. The British sent leaders (including Lawrence) and weapons to encourage the revolt (while making false promises of independence that haunt the area to this day). Solitaire game of this revolt. Event cards generate 4 separate campaigns (like the seizure of the port of Aqaba). Map covers Hejaz and Palestine to Cairo. Includes aircraft, armored cards, a German corp, and Lawrence's bodyguards. 40 counters, small map. '19		151584	Decision Games	\$11.50			New	Fo			4 1
<b>Lettow-Verbeck, East Africa 1914-18</b> Small folio game of the campaign in German East Africa, 1914-8. German player must execute a smart, mobile, guerilla war to tie down & confound the massive Allied forces arrayed against them. Uses the Hand of Destiny game system. Btl level, 85mi/inch, simpler game system, 40 counters, 18 cards. '15		151405	Decision Games	\$11.50			New	Fo			4
<b>Togoland 1914 PARTS</b> Map, only. ■		128861	Khyber Pass Games	\$2.00			Mint	n	OoP		4
<b>WW-1: Battles &amp; Tactical Land Combat on All Fronts</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
<b>Great War Commander: Battle Pack Kit</b> Scenario pack for the base game. These 12 new scenarios are focused on the Western Front with German versus US, British, French and Portuguese forces. Includes an amphibious assault WWI-style and also the battle of Verdun. Adds 1 dbl-sided map, 113 counters with new units, tanks & weapons. Reqs base game AND BEF expansion to play all scenarios. Rules in English & French. '22		150782	Hexasim Games	\$28.00			New	zl			3
<b>Great War Commander: BEF Expansion Kit</b> Boxed kit adding British Commonwealth forces to the game by providing a unique, 90-card deck highlighting Britain's unique advantages & disadvantages, plus 226 counters depicting infantry, leaders, tanks, weapons & aircraft. Also includes 16 scenarios and 5 double-sided maps, plus a revised rulebook. Platoon level, 50m/hex, few minutes/turn. Pascal Toupy'20		151564	Hexasim Games	\$60.00			New	BC			3
<b>Lodz 1914, the First Blitzkrieg PARTS</b> BC box, only. Some label residue on end panel; otherwise very clean. ■		111004	Moments in History	\$2.00			Mint	BC	OoP		4
<b>Old Contemptibles, Battle of Mons #228</b> 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, btl/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.		72156	Decision Games S&T Games	\$22.50			New	n	OoP		4
<b>Soldiers, Decision in the Trenches #280</b> 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.		135347	Decision Games S&T Games	\$27.50			New	n	OoP		2
<b>WW-1: Air Combat &amp; Campaigns</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
<b>First Air Battle Over Britain #255</b> 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, btl of Sand Creek & Franklin; the Colombian battalion in the Korean War.		87826	Decision Games S&T Games	\$23.00			< New	n	OoP		6
<b>WW-1: Naval Combat &amp; Campaigns</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
<b>Jutland, Duel of the Dreadnoughts #8</b> Unpunched. 1" tear repaired & several horizontal creases on mag back cover. 1" spine tear repaired. Last copy. ■ Mag & Game. w/ variant/errata counters for Nato Nukes Nazis (53), Lion Ethiopia (7), Krim (1), Op Solace (10) TTW 1st (29). Squadron-lvl game for 2-4 players of the largest WW-I naval battle, Jutland, May 1916. Game largely of maneuver as the Germans seek to exploit superior ships & arms while the British rely on superior numbers. 12min/turn, 1nm/hex, 100 counters (for this game). B.Knight'91 / ARTICLES ON: Sick Call in the Union Army; Skorzeny & the Mossad, Partners?; A Special Forces Soldier's Experience in El Salvador; Jutland, Clash of Dreadnoughts; D-Day 1994 Variant Scenario for Nato Nukes & Nazis, plus ERRATA; Variants for Operation Solace #5; Tomorrow the World 2nd Variant; Ukraine's Role in a Dying Soviet Union; Strategy for Jutland; ERRATA for Kadesh, Mississippi Banzai; I Remember...Pearl Harbor.		96750	XTR: Command Magazine	\$15.00			Mint	n	OoP		2
<b>WORLD WAR II, 1935 -- 1945</b> (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST											
<b>WW-2: Global Scale</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
<b>Axis Empires, Totaler Krieg &amp; Dai Senso!</b> Update & combination of two previously published games in one huge package: Totaler Krieg [4th] and Dai Senso [2nd]. Strategic level game(s) that cover World War II from 1937 thru its ending in 1945. Each theater (Europe v Pacific) are playable separately, or can be combined. Updated for historicity, balance and streamlined play, plus a graphic update with new counters & cards. '23		151578	Decision Games	\$240.00 **			New	HB **			6
<b>War in Europe / War in the World Addendum</b> Copies are imperfect, obscuring a line at top or side of a couple of pages; reflected in price. ■ Photocopy of WIE 2nd ed. Errata & 4 articles tinkering w/ WinEurope. Allows mating W-Europe w/ W-Pacific [for true masochists] for a War in the World game.		77274	SPI Games	\$2.00			Excell	n	OoP Err		8
<b>World at War 3rd</b> 2018 Reprint. Evolution & further development of AH's Advanced Third Reich & Emp of Rising Sun. Completes the game system, refining the rules with various enhancements. 12 scenarios & campaigns. Adds named capitol ships, naval construction, oil consumption, diplomacy rules, and additional terrain types. A massive game set with 10 countersheets, 4 maps. 3mo/turn, 60 or 100mi/hex, Div/corp level, individ cap ships. Complex. B.Harper'18		151562	GMT Games	\$119.00 **			New	DC **			8
<b>World In Flames 5th PARTS</b> CRT & Tables chart page, one only, 5th edition. ■		6565	Australian Design Group	\$2.00			Excell	n	OoP		6
<b>WW-2: Strategic European Theater</b> M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
<b>Downfall, Conquest of the Third Reich</b> Base game in a 2" box w/ paper maps. 2-player, highly strategic level game of the conquest of Germany from 1942-45, with players representing the Western Allies & the USSR, with each also controlling German forces on the opposite front (akin to Battle for Germany). Initiative banks & bids determine the order of action thruout a turn, where actions can be to move, fight, recruit, mechanization, partisan warfare, logistics & strategic warfare. 2 maps, 384 counters, 110 cards. Chad Jensen, John Butterfield'23		151552	GMT Games	\$40.00			New	BC	Err		6
<b>Great European War, Europe 1941-43 #90</b>		151098	Decision Gms World at War	\$37.50			New	n			8

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

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, p12; Factions in the Imperial Japanese Armed Forces; Soviet Hero of the Soviet Union Award.

<b>WW-2: Strategic Pacific Theater</b>		M.Dean@FineGames.com		h 866-690-7878		10am - 9pm		P
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<b>Centrifugal Offensive # 75</b>	<b>149212</b>	<b>Decision Gms World at War</b>	<b>\$54.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6</b>	<b>1</b>
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Last copy. ■ Mag & game. Solitaire, strategic-level game of the period of expansion of the Japanese empire early in World War II, 1941 to Apr-1942. Player commands the Japanese forces seeking to do better than the Japanese did historically, but greater success further brings Victory Fever & increases the need for further victories. Player pursues victories along multiple tracks radiating outwards from Japan. Each turn the player may execute a wide variety of actions, limited by the Action Points available (always few). A wide variety of unit types are available. Rgt/Brig/Div level, air regts, hundreds of km per inch, 228 counters, 1mo/turn. Joseph Miranda'20 / ARTICLES ON: the Japanese Opening Offensive in the Pacific; Operation Tidal Wave, the Raid on Ploesti, Romania, 1943; Breakthrough at Sedan, Blitzkrieg Comes of Age; Demyansk, Hitler & Goring Learn the Wrong Lessons; Hitler's 1942 Plans; Italian Air Raid on Bahrain, 1940; Hitler's Flakpanzers.

<b>China Incident #37</b>	<b>46344</b>	<b>WWW Wargamer Magazine</b>	<b>\$15.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6</b>	
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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 Adventures of Indian Jones. Keith Poulter interviews Wallace Poulter, his son.

<b>China, Battle for... 4th #259</b>	<b>90431</b>	<b>Decision Games S&amp;T Games</b>	<b>\$29.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6</b>	
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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.

<b>Conquest &amp; Consequence</b>	<b>151034</b>	<b>GMT Games</b>	<b>\$69.00</b>	<b>**</b>	<b>New</b>	<b>DC</b>	<b>**</b>	<b>6</b>	<b>3</b>
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Companion game to (and mateagble with) Triumph & Tragedy, covering the Pacific Theater from 1936-45 at a strategic level. Designed for 3 players giving it a unique dynamic. Begins with the militaristic government in power in Japan tho resource poor yet newly in control of Manchuria. Easier to learn, with cards included in play. Mounted map, 228 blocks, 2 countersheets, 110 cards. Craig Besinque'22

<b>Empire of the Sun 1st</b>	<b>73612</b>	<b>GMT Games</b>	<b>\$60.00</b>	<b>Mint</b>	<b>BC</b>	<b>OoP</b>	<b>6</b>	
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Strategic level, card driven game of the Pacific thruout WW2. Unit scale is army land units, air flotillas, & individual capital ships. Includes the Burma-China theater, and all of that on one very nicely done map. 368 counters, 165 cards. Likely a winner. M.Herman'05

<b>Greater East Asia War # 6</b>	<b>89487</b>	<b>Decision Gms World at War</b>	<b>\$40.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6</b>	
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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'09 / 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.

<b>When Tigers Fight #26</b>	<b>30087</b>	<b>XTR: Command Magazine</b>	<b>\$15.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6</b>	
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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.

<b>WW-2: Winter &amp; Continuation Wars in Finland</b>		M.Dean@FineGames.com		h 866-690-7878		10am - 9pm		P
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<b>Finnish Front, 1941-42 # 5</b>	<b>88450</b>	<b>Decision Gms World at War</b>	<b>\$35.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>4</b>	
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Last copy ■ Mag & Game. Div-level game using the They Died with Boots On game system covering what the Finns call their Continuation War from 1941-2 with the Soviets. Covers all of the Finnish front from Leningrad to Petsamo. 1mo/turn, 23mi/hex, brig/div level. J.Miranda'09 / ARTICLES ON: Finnish Front 1941-2; Disaster to Victory at Omaha Beach 1944; Ribbentrop, an SS Commander; Saburo Sakai, Japan's highest scoring surviving "ace" in WW2.

<b>WW-2: Spanish Civil War at all levels</b>		M.Dean@FineGames.com		h 866-690-7878		10am - 9pm		P
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<b>Spanish Civil War Battles, v2 #219</b>	<b>69808</b>	<b>Decision Games S&amp;T Games</b>	<b>\$16.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>3</b>	
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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, btl/nrgt/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.

<b>WW-2: Poland 1939 at all levels</b>		M.Dean@FineGames.com		h 866-690-7878		10am - 9pm		P
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<b>Poland Defiant, German Invasion 1939 2nd</b>	<b>151610</b>	<b>Revolution Games</b>	<b>\$35.00</b>	<b>New</b>	<b>zl</b>		<b>4</b>	
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Updated from earlier Crown Games version. Covers the first 10 days of the German invasion of Poland, Sept 1939, as the Polish armies met the Germans in the open terrain of Poland allowing superior German mobility & firepower to do its work. The Germans have a rapid schedule, while the Poles must hold its key cities, so the game is balanced. Uses the chit activation system used in Konigsberg. 1day/turn, 280 counters, brig/div level. Stefan Ekstrom'19

<b>WW-2: Campaigns &amp; Battles - Eastern Front</b>		M.Dean@FineGames.com		h 866-690-7878		10am - 9pm		P
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<b>Autumn for Barbarossa Deluxe [2nd]</b>	<b>150454</b>	<b>Multi-Man Publishing,</b>	<b>\$28.00</b>	<b>New</b>	<b>zl</b>		<b>4</b>	
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Updated version of game previously published in Special Ops #7 using the SCS Standard Combat game system. Covers the campaign in central USSR in late summer of 1941 as the Germans attempt to sieze Smolensk before the front stablized until the fall. Deluxe edition uses larger, 5/8" counters and a physically larger map, and incorporates errata. Smaller game with a limited number of units, making for fast play & good for tournaments or beginners. There game begins with the German offensive at full tilt, but a Hitler roll with eventually cause all the mechanized and half the air support units to disappear, so must move fast. The Soviet seeks to stall, and conserve forces, until the tide turns when they can counterattack. 352 counters, 2 maps, 6days/turn, 7mi/hex, rgt/div level, hi solitaire suitability. Dean Essig'21

<b>Barbarossa, Army Group Center 1941 2nd</b>	<b>151373</b>	<b>GMT Games</b>	<b>\$58.00</b>	<b>**</b>	<b>New</b>	<b>DC</b>	<b>**</b>	<b>4</b>
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2022 update of this large, complex 5-map, 1400 counter game of the German Army Group Center's push into the the central Ukraine (from Brest Litovsk in the south, Smolensk to the NE). Third in GMT's East Front Series (after Typhoon & AGS) using an excellent, detailed system by a yeoman designer. Division level, with lots of specialized units including NKVD, air, siege artillery, coastal def artillery. Excel graphics thruout. 8 scenarios including a simpler, intro one. Rules have been completely rewritten, and OoB updated. RECOMMENDED for E.Front fiends. 2days/turn, 5mi/hex, Regt/Div level. Vance von Borries'22

<b>Blitzkrieg '41, Barbarossa Campaign # 1</b>	<b>84570</b>	<b>XTR: Command Magazine</b>	<b>\$20.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>	<b>6</b>	
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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.

<b>Breakout, First Panzer Army #69</b>	<b>139216</b>	<b>Decision Gms World at War</b>	<b>\$39.00</b>	<b>New</b>	<b>n</b>		<b>4</b>	
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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.

<b>Budapest Campaign, Oct 44 - Feb 45 #85</b>	<b>150234</b>	<b>Decision Gms World at War</b>	<b>\$37.50</b>	<b>New</b>	<b>n</b>		<b>4</b>	
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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.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
<b>Crimean Campaign 1941-42 #89</b> Mag & game. Simpler, operational & strategic level game of the Axis offensive into the Crimean Peninsula ending with the capture of Sevastopol, Oct 1941-July 1942. Uses a telescopic timeframe reflecting the ebb & flow of operations. Players have the choice of Move-Fight or vice versa each turn. 5mi/hex, 2-4wks/turn, brig/div level, Victory is determined gby geographic possessions (and whether events dilutes the German effort as occurred historically). 176 counters. Ty Bomba'23 / ARTICLES ON: the Crimean Campaign 1941-42; Japanese Indian Ocean Raid, 1942, a Missing Opportunity; The Hump (in China), Strategic Heavy Lift; Fortress Assault at Bitche, March 1945; USMC Raider & Parachute Btlns; German Flak, pt.1; Czechoslovakian Fortress, Blockhouse Zeleny; Russian Front by the Numbers.		150902	Decision Gms World at War	\$37.50			New	n			4
<b>Death &amp; Destruction#34</b> 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.		102577	XTR: Command Magazine	\$30.00			Mint	n		OoP	4
<b>Drive on Kursk, July 1943 #253</b> Last copy. ■ Mag & Game. Div level game of the German armored offensive of July 1943 met by intense Soviet preparations. Game vaguely based on the Kursk'71 game published by SPI, and the Road to Ruin game system found in Drive on Stalingrad 3rd & Drive on Moscow #244. Utilizes recent Soviet archive materials for a better OoB. Includes the historical scenario plus Manstein's alternative to include all available units from the entire east front into the battle. Does NOT include a May or August scenario. 10km/hex, 2days/turn. T.Bomba'08 / ARTICLES ON: Kursk as an operation defeat for the Germans; Prochorovka revisited based on archive data; design notes for Drive on Kursk; Byzantine capture of Manzikert, Armenia, 1071; first use of northern Vietnamese tanks in 1968; the armies of Cobra, July 1944.		86308	Decision Games S&T Games	\$69.00			New	n		OoP	4
<b>Drive on Moscow #244</b> Mag & Game. Simpler, operational level game of the final German attempt to sieze Moscow in 1941. Covers the time from 1 Oct thru 7 Dec., from Kursk to Kalinin. 7.5mi/hex, div level, 1wk/turn. 2maps, 352 large counters. Feature ARTICLES ON: 1941 Moscow Campaign; Roman Army at Zama, 202BC; Next Naval War; Rocroi 1643 battle file. 62pg. J.Miranda'07		81320	Decision Games S&T Games	\$29.00			New	n		OoP	4
<b>Duel in the North #48</b> 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.		131551	Decision Gms World at War	\$24.00			New	n			4
<b>Duel on the Steppe, Operation Star #285</b> 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.		134123	Decision Games S&T Games	\$29.00			New	n		OoP	4
<b>Enemy Action, Kharkov, Feb 1943</b> Second game in the card-driven Enemy Action series. Can be played solitaire (as either side) or competitively by 2 players. Depicts the third battle of Kharkov, Feb 1943, including the Soviet Operations Star & Gallup, which end the Soviet expansion after Stalingrad (aka von Manstein's Backhand Blow). Low complexity, with a diceless, chartless combat system; players instead draw combat chits that together build a narrative of each combat. With solitaire play, many units' locations are unknown until contacted. Considers partisans, varying offensive command capability, armor depletion, von Manstein's rapid deployment, thaw & mud conditions and NKVD units. 7.5mi/hex, 3ays/turn, rgt/brig/div level, 3 maps, 432 counters, 110 cards. John Butterfield'22		151076	Compass Games	\$90.00 **			New	DC **		OoP	4 1
<b>Escape Hell's Gate, Korsun Pocket #57</b> 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.		130517	Decision Gms World at War	\$29.00			New	n			4
<b>Hitler's Stalingrad, Breslau 1945 #56 2d</b> Mag & game. Update of this game of the successful German defense of the city of Breslau against daunting odds from Feb'45 thru the end of the war. The city sat on a major rail line and German control would hinder further Soviet advances. A garrison of 50,000, many of which were Volkstrum, held out against the Soviet 6th Army of 80,000 which laid siege to the city which has the Oder River threading thru it. 324 counters, 650yd/hex, 1wk/turn, 324 counters, Co./btl level. Perry Moore'23		151277	Against the Odds Magazine	\$33.00			New	HP			4
<b>Konigsberg, Soviet Attack on E Prussia2d</b> Game of the Soviet offensive into East Prussia in January-Feb 1945. Two Soviet Fronts launch a two sided offensive while the Germans put up a very stout defense, actually pushing the Soviets back at first. Uses a chit activation system. 2days/turn, 280 counters, brig/div/corp level. Stefan Elkstrom'18		150952	Revolution Games	\$35.00			New	zl			4
<b>Krim #6 PARTS</b> Countersheet, only. ■		128870	XTR: Command Magazine	\$4.00			Mint	n		OoP	4
<b>Last Hundred Yards: Russian Front KIT</b> Kit for the Last Hundred Yards series requiring both base games (Last Hundred Yards & Airborne Over Europe) to play. 4th edition in the LHY series covering major campaigns & missions from the 2nd half of the War in the East during World War II. Focuses include the Oct 1943 fighting near Krivoi Rog, Summer 1944 during Bagration. Rules for the Soviets reflect tactical inflexibility & indifference to casualties. 8 double-sided geomorphic maps, 4.5 countersheets, 16 missions. Mike Denson'23		151533	GMT Games	\$45.00 **			New	BC **			2
<b>Leningrad '41 #17</b> 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 Collaborationist Forces in WW2.		95215	Decision Gms World at War	\$24.00			New	n		OoP	4
<b>Moscow, Advance Army Group Center #317</b> 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.		150045	Decision Games S&T Games	\$37.50			New	n			4
<b>Operation Spark, the Relief of Leningrad</b> Mint. ■ Btl/rgt/lvl gm of the ultimately successful relief of Leningrad, Jan'43, during the height of winter. Designed by J.Radey & uses the Black Sea/Black Death system of impulse movement w/ lots of special units. J.Radey'97		22673	Clash of Arms	\$40.00			Mint	BC		OoP	4
<b>Operation Typhoon # 65</b> Last copy. ■ Mag & Game. Solitaire game of Army Group Center's final advance toward Moscow late in 1941, beginning in October. Player commands German forces. Soviet forces randomly materialize in a strength set by the terrain. Player must capture key geographic objectives. Includes dynamics for pocketing Soviet forces, and breakouts from those pockets. Game can be adapted to cooperative team play. 1-2wks/turn, Div level, 7.5mi/hex. 280 counters. Ty Bomba'19 / ARTICLES ON: Operation Typhoon, Germans at the Gates of Moscow; Objective Metz, 1944; Bougainville, Nov1943-July 1944; Resistance in Norway, 1940-45; Lost Eagles, Air Disaster over Morlaix France, 1942; the Decision to Attack the Soviet Union; Germany's Estonian Contingent in WWII; Schnell Zerstoror (German Ju-88 as fighters.		137206	Decision Gms World at War	\$29.50			New	n			4 1
<b>Panzer Battles, 11th Panzer on the Chir</b>		151222	Multi-Man Publishing,	\$49.00			New	BC		OoP	3

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #							
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs		
Last copy. ■ Game of the fire brigade-style battles fought by the German 11th Panzer along the Chir River to stem the tide of the Soviet Uranus Offensive, Nov-Dec 1942. Uses the Standard Combat System (SCS) at 2days/turn, 500m/hex, co/btlm level. Play is interactive using a formation activation system. 4 scenarios including 2 short 1-map scenarios. 280 counters, 2 maps. D.Essig'17															
<b>Panzerkrieg, 1st</b>		<b>1503</b>	<b>Operation Studies Group</b>	<b>\$25.00</b>				<b>Mint</b>	<b>BC</b>			<b>OoP</b>	<b>Err</b>	<b>4</b>	
Rules highlighted neatly in yellow. Others mint. ■ 9 scenario gm of campaigns across all of S.Ukraine (Kiev south) at div/corp lvl. J.Prados'78															
<b>Panzers Last Stand</b>		<b>151453</b>	<b>Multi-Man Publishing,</b>	<b>\$120.00 **</b>				<b>New</b>	<b>DC **</b>					<b>4</b>	
Large game using the Battalion Combat (BCS) system to cover the German's final series of offensives of World War II. Game covers the period of Jan-Mar 1945 as the Germans attempted to relieve Budapest thru a series of attacks (Konrad, Southwind and Spring Awakening) involving a third of Germany's remaining panzers. Units include the war's biggest & best tanks including the Tiger II, Brummbär, IS-2 & ISU-152, together with the many specialized & ad hoc forces involved in the defense of Budapest. Includes 10 scenarios (2 with 1 map, 7 with 2 maps), 4 maps, 1680 counters. Carl Fung'21															
<b>Peaks of the Caucasus # 61</b>		<b>137450</b>	<b>Decision Gms World at War</b>	<b>\$32.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>		<b>4</b>	
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.															
<b>Second Kharkov, Strike &amp; Counterstrk #271</b>		<b>96127</b>	<b>Decision Games S&amp;T Games</b>	<b>\$35.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>		<b>4</b>	
Last copy. ■ Mag & Game. Colorful update of this PzrGrpGuderian system game of the Soviet May'42 offensive that ended in disaster. The 'strike & counterstrike' included the massive tank battles of mid-1942, just prior to Stalingrad, during the Second Btl of Kharkov. Designed as a fun, fast moving, see-saw slugfest. Historical & Soviet all-out scenarios. 5mi/hex, 2days/turn, brig/div level. Paul Youde'11 / ARTICLES ON: Second Kharkov campaign, failed planning; Second Kharkov designers notes; Battle of Iltoro, the Paraguayan Thermopylae; battle of Arzuf, 1191AD; US Navy's cold war 'mobile bases' strategy for a possible nuclear war; military history of Easter Island; US 10th Fleet & cyber warfare; cluster 'bombs' in the War of 1812; Arab armies OoB in 2011; 2 odd warship wrecks.															
<b>Stalin Moves West #58</b>		<b>131565</b>	<b>Decision Gms World at War</b>	<b>\$30.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>		<b>4</b>	
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.															
<b>Stalingrad, Advance to the Volga 1942 2d</b>		<b>151607</b>	<b>Revolution Games</b>	<b>\$39.00</b>				<b>New</b>	<b>BC</b>					<b>4 1</b>	
2024 Reprint. Solitaire, area-move game of the German drive to the Volga, into Stalingrad and possibly their historical fate. Includes the Sept 1942 investment into Stalingrad and its industrial core. Victory is judged by besting the historical German achievements. Full game is 9 turns, plus there is a 5-turn Factory District scenario depicting the final German offensive in October. Quick set-up, low counter density, lots of variability game to game, and fast playing, it is suitable for repeated play and to beginners. Small mounted map, 1 countersheet. Michael Renella'24															
<b>Struggle for Stalingrad #47</b>		<b>13954</b>	<b>WWW Wargamer Magazine</b>	<b>\$13.00</b>				<b>New</b>	<b>n</b>			<b>OoP</b>		<b>4</b>	
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 Battleground, TSR's Monty's D-Day, WEG's Air Cav.															
<b>Sunrise of Victory, 1942-3 # 2 PARTS</b>		<b>128867</b>	<b>XTR: Command Magazine</b>	<b>\$5.00</b>				<b>Mint</b>	<b>n</b>			<b>OoP</b>		<b>6</b>	
Countersheet, only. ■															
<b>Uman Pocket / Guderian's Final Blitzkrie</b>		<b>151401</b>	<b>Decision Games</b>	<b>\$75.00 **</b>				<b>New</b>	<b>BC **</b>					<b>4</b>	
Pair of games in the new Battles in the East series evolved from the PanzerGruppe Guderian game system. This game includes Uman Pocket 1941 and Tula 1941 games. Uman covers the situation in July-Aug 1941 as the German Army Group South sought to pocket a remaining Soviet offensive-capable force before the Dnieper River. Guderian's Final Blitzkrieg covers the famous generals offensive to capture Moscow from the south late in 1941. Dbl-sided map, 440 counters, 3-5mi/hex, Regt/Div level, high solitaire suitability. Anthony Birkett'23															
<b>Victory Awaits, Operation Barbarossa '41</b>		<b>151223</b>	<b>Multi-Man Publishing,</b>	<b>\$60.00</b>				<b>New</b>	<b>BC</b>					<b>6</b>	
Large game of first 10 weeks of Operation Barbarossa, June-Sept 1941. Previously published as three mating games in the Fierce Fight series in Japan. This unified update covers all of Barbarossa south of Leningrad, using 3 maps, 3 countersheets. Scenarios cover Army Group North, Center or South's offensives on a single map. Includes multiplayer rules for 4-8 players. 840 counters, 3 maps, 16km/hex, 10days/turn. Div level. Uses the game system found in Victory Lost, Fire in the Sky, Most Dangerous Time and What Price Glory. Tetsuya Nakamura'22															
<b>Watch on the Oder, January 1945 #82</b>		<b>150900</b>	<b>Decision Gms World at War</b>	<b>\$37.50</b>				<b>New</b>	<b>n</b>					<b>4</b>	
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.															
<b>Winterstorm, Relief of Stalingrad'42 #36</b>		<b>151422</b>	<b>Decision Gms World at War</b>	<b>\$34.99</b>				<b>New</b>	<b>n</b>					<b>4</b>	
Last copy. ■ Mag & game. Game covers the Dec. 1942 effort by a scratch German corp (the 57th Pzr led by von Manstein) to break thru the Soviet forcess encircling Stalingrad to rescue the beleaguered 6th Army. German forces must cross the entire map to break into the Stalingrad pocket. Uses the East Front Battles game system which emphasizes command control. Btlm/rgt/brig level, with combined arms assets included. 228 counters. J.Miranda'14 / ARTICLES ON: Winterstorm, the German Offensive to Relieve Stalingrad, Dec. 1942; the British during the Battle of the Bulge; the Axis Visions of the World after Victory; Operation Thursday, Allied airborne landings behind Japanese lines in northern Burma, March 1944; Japanese Nakajima Ki-115 Saber Kamakaze design; US Medics & Evacuations; Yang Kyoungjong, Korean drafted into 3 armies during WWII; Rifle Grenades; Operations Catherine, a British plan to blockade the Baltic early in WWII.															
<b>WW-2: Campaigns &amp; Battles - Western Front, 1939-40</b>										M.Dean@FineGames.com			h 866-690-7878 10am - 9pm		<b>P</b>
<b>Fight on the Beaches #40</b>		<b>151485</b>	<b>WWW Wargamer Magazine</b>	<b>\$17.50</b>				<b>New</b>	<b>n</b>			<b>OoP</b>		<b>4</b>	
Last copy. ■ Mag & Game. Game of the possible German invasion of SE Britain in the fall of 1940 (Op Sealion). Operational, Btlm/rgt lvl. Variable German victory objectives and variable invasion sites. 5mi/hex, 12hrs/turn, 200 counters. T.Sundell, J.Lambhead'85 / ARTICLES ON: Fight on the Beaches Designer's & Historical Notes; review of Boots & Saddles; Advanced CINCPC variant rules for East Wind Rain 1st; extensive errata for China Incident #37, plus errata for Hell Hath No Fury #38; option rules for Unconditional Surrender #36; replay of the Holy Roman Empire #33 plus errata; brief reviews of Central Command, Overlord & Empire Builder.															
<b>Manstein's War, Decision in West #84</b>		<b>149357</b>	<b>Decision Gms World at War</b>	<b>\$37.50</b>				<b>New</b>	<b>n</b>					<b>4</b>	
Mag & game. 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,															
<b>Sealion, German Invasion of England 2nd</b>		<b>151576</b>	<b>Decision Games</b>	<b>\$62.00 **</b>				<b>New</b>	<b>BC **</b>					<b>4 1</b>	
Boxed updated of this game of the hypothetical German invasion of Britain in the Fall of 1940. Includes detailed air, land & naval components, tho assumes that the RAF lost the Battle of Britain. With a beautiful map of SE England from the Isle of Wight to the Thames Estuary, and coverage of many of the possible facets of the battle including Brandenburgers, paratroopers, naval combat, radar, coastal batteries and of course supply. Mounted map, 340 counters. E.Harvey, C.Webber '23															
<b>Sedan 1940, Decisive Btl for France #24</b>		<b>114919</b>	<b>Decision Gms World at War</b>	<b>\$37.50</b>				<b>New</b>	<b>n</b>			<b>OoP</b>		<b>4</b>	
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. Btlm 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.															
<b>WW-2: Campaigns &amp; Battles - Western Front, 1941-45</b>										M.Dean@FineGames.com			h 866-690-7878 10am - 9pm		<b>P</b>
<b>Arnheim, the Farthest Bridge 2nd</b>		<b>151168</b>	<b>Decision Games</b>	<b>\$19.00</b>				<b>New</b>	<b>Fo</b>					<b>4</b>	
Reprint. Update of SPI folio on the subject. Uses an attritional combat system, with support assets like air power & artillery. Covers the battle for Arnheim & its crucial bridge across the Rhine defended by the British 1st Para against SS panzers. Btlm level. '23															

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of Errata	Game #-			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge Flag	Conditn	Type	Print? Incl ?	Scale	Plyrs
<b>Bastogne Solitaire #56</b> Mag & game. Solitaire game of the German siege of Bastogne & the surrounding area, 19-26 Dec 1944, defended by the US 101st Airborne. Player commands US forces trying to hold out until Patton's forces can breakthrough from the south. Can be played cooperatively by two players, each taking parts of the US defense. 176 counters. Germans approach via 4 tracks (roads) around the town. Co/Btl level, 1"-500yds. US goal is to hold out till Patton relieves the town, or to collapse German morale. Joseph Miranda'17 / ARTICLES ON: Battle of Bastogne; Allied Military Intelligence in the Pacific in WWII; Polish 10th Motorized Cavalry Brigade in 1939; Beowulf, the German Invasion of the Baltic Islands, 1941; Mussolini's WMDs; 4th Nigerian Rifles; Rescue of the 807 MAETS from Albania; Invasion of Luxembourg, 1940.		151303	Decision Gms World at War	\$37.50		New	n		3	1
<b>Celles, the Ardennes, 23-27 Dec 1944 2nd</b> Reprint of this first game in the Battle of the Bulge series using a chit activation system, and set at the high water mark of the German Bulge offensive, 23-26 Dec 1944. The Germans must make a desperate lunge for the Meuse while the Allies both try to blunt those moves & prepare for their own counteroffensive aimed at destroying the overextended panzers. Each sides' units are activated by chit draws which makes every game different & exciting. 1mi/hex, 12hrs/turn, 88 counters. Errata & French translated rules avail online. R.Miller'17		151603	Revolution Games	\$25.00		New	zl		4	
<b>Cobra, the Normandy Campaign 3rd #251</b> 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.		85303	Decision Games S&T Games	\$49.00		New	n	OoP	4	
<b>Dagger Thrusts, Patton &amp; Montgomery #233</b> 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 seperately 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 Opportunitites 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.		73001	Decision Games S&T Games	\$19.00		New	n	OoP	4	
<b>D-Day at Omaha Beach 6th</b> 6th edition (2023) reprint of this solitaire (& cooperative 2-player) game of the first day on Omaha Beach as the US 1st & 29th Inf Divs land under intense fire & struggle to form a viable beachhead. A diceless combat system emphasizes using the right weapons & tactics. Event cards punctuate the action and control German strategy (in the solo version). Two scenarios cover the first 2 hours & the fight for the high ground; the campaign covers the entire day. 352 counters, 1 map, 55 event cards. 15-30min/turn, company level, 275yd/hex. 3rd edition added updated rules & a mounted mapboard. J.Butterfield'23		151571	Decision Games	\$75.00 **		New	BC **		4	1
<b>Deadly Woods, the Battle of the Bulge</b> Packaged in a bookcase box. Game of the Battle of the Bulge, Dec 1944 - Jan 1945, using a modified chit pull system as pioneered by earlier Dark Valley. Each side as a varying number of chit pulls each turn, which also vary by type of chit. Reinforcement chits determine the round (but not turn) of arrival, German logistic chits that model their logistical constraints, plus movement & combat chits which allow one of those two choices. Plus special event chits. Victory based on taking geographical objectives, but the German can score an instant victory if able to exit units beyond the Meuse River. All in all, many more decisions to be made in this game. Shorter scenario covering only the German offensive, and a longer campaign covering the Allied counter offensive. Units are demi-divisions, 2-3days/turn, 3mi/hex, 1.5 countersheets. Designed by a yeoman designer, Ted Racier'21.		150664	Revolution Games	\$55.00		New	BC		4	
<b>Eisenhower's War # 60</b> 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; Debreccen, the Last Hungarian Victory; Shanghai Under Japanese Occupation 1937-45; USS Silversides (Sugmarine); Trophy Panzers, Soviet's Captured German Tanks; Battle of Midway.		151096	Decision Gms World at War	\$37.50		New	n	OoP	4	
<b>Fighting General Patton</b> Cherry mint. ■ 4 games set: At Facist's Foot (Gela beachhead); Rush on Avranches (cobra); Raise the Siege (Bastogne); Breakthrough Iron Curtain (US v USSR '45). Main rules booklet in Japanese; separate booklet in English; tables are bilingual. 4 smallish maps, 504 countersM.Fukada'85		38	AdTechnos (Japan)	\$100.00		Mint	BC	OoP	4	
<b>France 1944</b> Mint ■ Simpler, fast playing game of the entire campaign in France, July 1944-Mar 45. Uses an interactive turn sequence, air support, step losses, Includes rules for the Battle of the Bulge & Market-Garden offensives. Good game for beginners. M.Herman'86		705	AH Victory Games	\$25.00		Mint	BC	OoP	4	
<b>Hitler's Last Gamble ERRATA [3/90]</b> 3/90 version. ■ 3/90 version. 20pgs of extensive rules revisions & clarification by dedicated designer. Intended as draft for 2nd ed rules that 3W never bothered to publish. This version is very similar to earlier 3/90 version. '90		88556	Worldwide Wargamer (3W)	\$0.25		Excell	n	OoP Err	4	
<b>Hitler's Last Gamble ERRATA [6/90]</b> 6/90 version. 20pgs of extensive rules revisions & clarification by dedicated designer. Intended as draft for 2nd ed rules that 3W never bothered to publish. This version is very similar to earlier 3/90 version. '90 ■ 6/90 version. 20pgs of extensive rules revisions & clarification by dedicated designer. Intended as draft for 2nd ed rules that 3W never bothered to publish. This version is very similar to earlier 3/90 version. '90		88555	Worldwide Wargamer (3W)	\$0.50		Excell	n	OoP Err	4	
<b>Kesselring's War 1944 #94</b> 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.		151594	Decision Gms World at War	\$37.50		New	n		4	
<b>Munich War #74</b> 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.		149355	Decision Gms World at War	\$37.50		New	n		4	
<b>Operation Jupiter, Norway 1942 #76</b> 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.		148652	Decision Gms World at War	\$39.00		New	n	OoP	4	
<b>Rangers Lead the Way! Pointe du Hoc #323</b> Mag & game. Solitaire, tactical-level game of the US ranger assault on Pointe du Hoc area of Normandy beachhead on D-Day thru the following day, 6-7 June 1944. Player must do better than the rangers did historically to win. Scenarios allow fighting with planned forces and landing areas rather than what happened historically. Includes the chaotic approach from the sea as well as the land battle. Area move, point-point map (1"=1/4mi), fire team & squad level, 280 counters. John Heim'20 / ARTICLES ON: Ranges at 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.		151178	Decision Games S&T Games	\$37.50		New	n		2	1
<b>Return to Europe #341</b>		151302	Decision Games S&T Games	\$37.50		New	n		4	

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #				
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
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.												
<b>Twilight War</b>		2829	TSR Games	\$20.00			Mint	BC	OoP			6
Included counter tray. Minor abrasions to box btm edges & 2 cover corners. ■ Simple 2-4 player game of French Resistance, 1944. 1984.												
<b>Twilight War</b>		140737	TSR Games	\$5.00			V.Good	BC	OoP			6
Substantially complete: missing 6 counters, ID included; No counter tray. Otherwise clean. ■ Simple 2-4 player game of French Resistance, 1944. 1984.												
<b>Wacht am Rhein, Battle of the Bulge 2nd</b>		79026	Decision Games	\$149.00 **			New	LB **	OoP			3
NOTE 2004 2nd edition. New & shrinkwrapped, not used. ■ Graphically updated & colorized reprint of this RECOMMENDED 4 map, 2380 counter game of the Battle of the Bulge. Uses an evolution of simpler & popular Panzer Gruppe Guderian system. This version revises the combat, artillery & supply rules, including an exploitation movement mode, plus a revised order of battle. 1mi/hex, 8hr/turn, company-battalion level. J.Dunnigan,J.Youst'05												
<b>Wave of Terror, Battle of the Bulge #41</b>	GmOnly	129712	XTR: Command Magazine	\$12.50			Mint	n	OoP			4
Unpunched. Rules have several diagonal creases. Last game-only copy. ■ GameOnly. Large, simpler (in the XTR style), btm-lvl game of the first two weeks of the Battle of the Bulge, Dec 1944. No ZOCs in this game! Maps cover a larger territory than most giving a strategic perspective. 2 maps, 840 counters, 1.5mi/hex. J.Desch'97												
<b>WW-2: Campaigns &amp; Battles - Mediterranean, Balkan &amp; North African Fronts</b>												
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
<b>Afrikkorps, Decision in the Desert #11</b>		127550	Decision Gms World at War	\$32.50			New	n	OoP			4
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 Aghella 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; Afrikkorps designers notes; Romania in WW2; Savo Island; WW2 German Airborn Operations.												
<b>Anzio Beachhead 2nd [90] #134</b>		131017	WWW Strategy & Tactics	\$18.00			Mint	n	OoP			4
Cherry. Last copy. ■ Mag & Game. Operational, btm/rgt game of Allied invasion at Anzio, & the German attempt to first drive them back into the sea & then simply to contain them. Fast playing, simpler system adapted from the '70 game, and now a tense game. 0.9mi/hex, 2days/turn. V.von Borries'90 / ARTICLES ON: NCOs in the Armies of 1914; Firearms & the Unification of Japan; the Spanish Foreign Legion in the Rif Wars (1919-27); the US 6th Corp at Anzio Beach 1944; American 'Next War' Literature, 1900-35; Hitler's Last Gamble, the Ardennes Campaign in WWII (D Parker). '90												
<b>Balkan Gambit, 1943-45 #298</b>		115593	Decision Games S&T Games	\$29.00			New	n	OoP			6
Last copy. ■ Mag & game. Game explores the hypothetical case had the western Allies followed Churchill's preference of invading the Balkans rather than Italy in 1943, his soft underbelly. 3 scenarios set in 1943 (the historical alternative), 1944 (the Bodyguard deception turned real), and 1945 (British forces attempt to cut off German forces in the Balkans & stop a Soviet advance towards Italy). 20mi/hex, 2-5 days/turn, brig/div level, 176 counters. B.Knight'16 / ARTICLES ON: Churchill's Balkan Gambit; Cyrus II of Persia; Operation Colorado, Vietnam 1966; Integration of Firearms into Sengoku Jidai Japan; Battle of Omdurman, 1898; Peloponnesian War; Lee-Enfield Bolt Action Rifle; Signals Intelligence, Past & Present.												
<b>Balkans 1944 #81</b>		148657	Decision Gms World at War	\$37.50			New	n	OoP			4
Last copy. ■ Mag & game. Game of the Soviet offensive into the Balkans in mid to late 1944, together with the ongoing Yugoslav guerrilla war thruout the Balkans. The Balkans were critical to the German economy thru their resources. Soviets must secure as much territory as quickly as possible, while the Axis player (with German, Hungarian & Croation forces) seeks to delay them as long as possible. Soviet HQ units represent army & logistical resources that aid attacks. British & German special forces are available. Political events are reflected via event chits. Victory is determined by besting historical results. 176 counters, Brig/Div/Corp level, 30mi/hex, 10days/turn. '22 / ARTICLES ON: the Balkans, Aug-Nov 1944; War Plans of the Japanese Imperial Navy, 1922-41; Mexican & Brazilian Air Forces in World War II; US Mechanized Cavalry in World War II; Indian National Army in Service of German Army in World War II; Malta Mayhem; Proximity Fuses on Bombs; German 150mm AA Gun.												
<b>Descent on Malta, Op Herkules #335</b>		151416	Decision Games S&T Games	\$37.50			New	n	OoP			4
Mag & game. Operational level, solitaire game of the long-planned but never executed Axis airborne & amphibious invasion of Malta likely in 1942. Uses the solitaire Crete '41 game system with point-point movement. Co/Btm/Regt level, Presumes an eventual Axis victory, but the cost of that victory dictates just whether the Axis player actually wins the game. Includes consideration of strategic resources, air power, sea power, Allied concealed status. 2+ player rules available via download from publisher. 4-48hrs/turn, 228 counters, 1"=2.5mi, Co/Btm/Regt level. Joseph Miranda'22 / ARTICLES: What If? Malta Invasion 1942; American Revolution in the West [Ohio River & Appalachia]; Mongolian Invasions of Japan; Cuito Cuanavale Campaign in Angola, 1987-8; Initial Lessons of the Russo-Ukrainian War; Taiwan's Silicon Shield; The (Russian) Wagner Group in Africa; Yemen Update; The Soviet IL-28 Bomber; Napoleon's Cavalry at Waterloo; Battle of Chaldiran, 1514.												
<b>Field Commander Rommel, Deluxe [2nd]</b>		151595	Dan Verssen Games	\$42.00			New	BC				4
Deluxe reprint of this solitaire game of each of 3 campaigns of Rommel, the Desert Fox. The player commands the German during the France 1940, North African campaign 1941-2, and France 1944 campaigns. Includes options which increase difficulty, and also tracking of unit performance over time. Success in one campaign impacts later campaigns. Deluxe edition has a mounted board. D.Verssen'11												
<b>Gazala 1942, the Clash of Armor</b>		1588	Peoples' Wargames	\$30.00			Mint	FB	OoP			2
Cherry. ■ Comprehensive, operational level game of the Gazala battles of May-June 1942 before Tobruk. Uses an alternating unit activation system that allows all units with one activated formation to move at a time, with less than certain activation. Includes a focus on unit integrity, logistics & intelligence. 1day/turn, btm/regt level, 5 scenarios including an intro. D.Bolt'83												
<b>Hellfire Pass #39</b>	GmOnly	151498	WWW Wargamer Magazine	\$8.00			V.Good	n	OoP			2
Complete. Includes 9 extra Reserve/Supply markers from another game in the series. ■ GameOnly. Grand tactical game of the British Battleaxe and Brevity offensives in N.Africa, May-Jun 41, using BtIs of N.Africa system. 2mi/hex, co/btm/rgt level, The Britis surprise the Axis before they can launch their own offensive, British operate on a shoestring, but the Italians perform poorly. 100 counters. A good, small game with a fun game system that reflects positional versus mobile combat. Von Borries'85												
<b>Italian Campaign, Med War Addendum #160</b>		151502	Decision Games S&T Games	\$24.00			< New	n	OoP			4
Some slight scuffing on cover near spine, otherws new & clean. ■ Mag & Game (kit). Final installment of the Italian Campaign series, including Sardinia & Corsica maps as well as a map of & add-on rules for the naval campaign around Italy. This is an addendum kit, not a complete game, but it provides essential errata for the prior 3-games of the series plus rules for the naval war, and ties the 3 games together into a campaign. 240 counters. J.Schettler'93 / ARTICLES ON: MedWar, Naval Operations in the Italian Campaign; Ayatollah Khomeini, Man Behind the Revolution in Iran; extensive errata for the earlier Italian Campaign series games (Salerno, Sicily & Anzio) with OoB addendums; Creation of a US Marine Force, 1933; Development of Infiltration Tactics.												
<b>Italian Campaign, Sicily #146</b>		131164	Decision Games S&T Games	\$15.00			Mint	n	OoP			4
Cherry. ■ Mag & Game. 1st game in a 3-game + Addendum series of moderately complex games covering all of Italian theater. This first game covers the invasion of Sicily & toe of Italy. Later games include revised rules that smooth the rough edges of this game with extensive errata. Uses the West War game system uses in Winter Storm, Last Victory & Edelweiss. 200 counters, nice map, 5mi/hex, btm/rgt scale, 1-2days/turn. Schettler'91 / ARTICLES ON: the Invasion of Sicily 1943; Pugache's Rebellion, Russia 1773-4; Am Civil War Navies, a summary; Increase in the firepower of a Russian Division, 1914-68; German Naval Mines in WWII; Science of War in the Early Roman Empire, 27BC-235AD; ERRATA for Red Beach One, Tarawa #142, Rio Grande #143.												
<b>Keren 1941, East Africa # 25</b>		118929	Decision Gms World at War	\$22.50			New	n	OoP			3
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, btm 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.												
<b>Lion of Ethiopia #4 PARTS</b>		128869	XTR: Command Magazine	\$4.00			Mint	n	OoP			4
Countersheet, only. ■												
<b>Race for Tunis #57</b>		12726	WWW Wargamer Magazine	\$9.00			New	n	OoP			2
Last copy ■ Mag & game. Axis & Allied forces first meet in Tunisia, Nov-Dec'42, in a wild & uncertain environment. Co/btm level, 1day/turn, using the BtIs 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.												
<b>Rommel in the Desert 4th</b>		150615	Columbia Games	\$70.99 **			New	BC **				4
Reprint with a complete cosmetic overhaul. Remastered, larger map is now mounted, Rommel cards are printed on playing-card stock, even the box is better (printed rather than sleeved). Mechanics are the same. Simple, challenging and long a popular block system game of the entire war in N.Africa, Spt'40-Nov'42, at rgt lvl. 7 Scenarios using the block system to provide fog-of-war and logistical limits. Includes the 1940 Italian campaign, 1941 & 1942 scenarios, 1941-42 campaign, Crusader & Gazala & El Alamein battles. 113 wooden blocks 42 cards map. RECOMMENDED. C.Besinque'23												
<b>Soft Underbelly, Southern Italy 1943 #15</b>		94447	Decision Gms World at War	\$25.00			New	n	OoP			4

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

See page 1 for an explanation of the various codes &amp; column data used in this catalog.

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 Abwehr 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											
<b>Tito &amp; His Partisan Army, Yugoslavia #81</b>	107455	SPI S&T Magazine Games	\$8.00	Mint	n	OoP		6			
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.											
<b>Tito &amp; His Partisan Army, Yugoslavia #81</b>	107456	SPI S&T Magazine Games	\$10.00	Mint	n	OoP		6			
Cherry: unpunched & 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.											
<b>Tito &amp; His Partisan Army, Yugoslavia #81</b>	GmOnly 35944	SPI S&T Magazine Games	\$3.00	Mint	n	OoP		6			
GameOnly. Guerilla war in Yugo thruout war using area move. Never a popular game, an innovative & accurate system nonetheless. D.Rustin'80											
<b>Tito &amp; His Partisan Army, Yugoslavia #81</b>	GmOnly 115760	SPI S&T Magazine Games	\$4.00	Mint	n	OoP		6			
Cherry mint. ■ GameOnly. Guerilla war in Yugo thruout war using area move. Never a popular game, an innovative & accurate system nonetheless. D.Rustin'80											
<b>Trail of the Fox #97</b>	122720	TSR S&T Games	\$15.00	Mint	n	OoP		4			
Includes errata & variant rules. Last copy. ■ Mag & Game. Btl-n-regt level game of the Tunisian campaign, Nov42-May43, using the Desert Fox system (and mating with that game to cover all of the War in N.Africa (when including Fox Killed article from S&T Special #1). RECOMMENDED game system. Btl/nRgt/Brig/Div level, 16km/hex, 1mo/turn 200 counters, 16km/hex, 1mo/turn. D.Niles'84. / ARTICLES ON: Fight for Tunisia; Small Unit Combats in 1980s; Berg's Review of Games: Never Call Retreat, One World, 14 Ottobre Hastings, Port Stanley, Hannibal & Mohawk, Soldiers of the Queen Replay.											
<b>WW-2: Campaigns &amp; Battles - Pacific Front</b>											
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P											
<b>Archie's War, Battle for Guadalcanal</b>	151182	Worthington Games	\$49.00	New	BC			4			
1 or 2 player game of the battle for Guadalcanal in 1942. Fast playing. Mapboard is double-sided, with one side used for 2-player play and the other for solitaire. Uses a block system for hidden movement (but not step reduction). Low complexity. 60 blocks. Derek Croxton'23											
<b>D-Day at Peleliu 2nd</b>	151291	Decision Games	\$65.00 **	New	BC **	OoP		4 1			
2018 2nd edition. Solitaire game of the US amphibious assault on Peleliu Island to secure a strategic airbase. Player commands a US marine division against 10,000 entrenched Japanese. Uses the same system as the popular & earlier D-Day at Omaha Beach & D-Day at Tarawa, with many enhancements. Can be played cooperatively by 2+ players. 352 counters, 55 cards, 3 scenarios. J.Butterfield'18											
<b>D-Day at Peleliu 2nd [Ziplock]</b>	150789	Decision Games	\$52.00 **	New	zl **	OoP		4 1			
Packed in ZL; no box. New. ■ 2018 2nd edition, packaged in a ziplock w/o box. Solitaire game of the US amphibious assault on Peleliu Island to secure a strategic airbase. Player commands a US marine division against 10,000 entrenched Japanese. Uses the same system as the popular & earlier D-Day at Omaha Beach & D-Day at Tarawa, with many enhancements. Can be played cooperatively by 2+ players. 352 counters, 55 cards, 3 scenarios. J.Butterfield'18											
<b>D-Day at Saipan</b>	151079	Decision Games	\$74.00 **	New	BC **			3 1			
Fifth game in the D-Day At... solitaire game series. This game covers the first 5 days of the invasion of Saipan, June 1944. 20,000 US troops landed on the first day (suffering 10% casualties) and pushed toward a key airfield & Japanese concentrations. The island later became the primary US B-29 base. Player controls US forces in a no-dice combat system that rewards combined arms tactics. New rules include Japanese infiltration & Japanese tanks.3 scenarios covering the 1st day (15 June), 2nd & 3rd days, and 4th & 5th days, plus campaign. 528 counters, mounted map, 55 cards. Joe Youst'23											
<b>Downfall, If the US Invaded Japan #230</b>	72155	Decision Games S&T Games	\$25.00	New	n	OoP		4			
Mag & Game. Game of the prospective American invasion of Japan at the end of WW2, covering the beachhead area at the south end of the southern Japanese island of Kyushu. Division level, w/ only 88 counters. Done in the style of an XTR/Command issue game by none other than T.Bomba'05 / ARTICLES ON: Operation Downfall, the Planned Air Campaign Against Japan, Nov 1945-March 1946; Armies in the Pacific 1945; Next Generation Aircraft in the Pacific 1945; Plan Orient, the German Plans to Link Up with the Japanese in India; Marx on the American Civil War; Australia & Bougainville; Russian Midget Sub Development; Battle of Stones River, Murfreesboro, 1862.											
<b>Forgotten Pacific Battles #71</b>	151068	Decision Gms World at War	\$37.50	New	n			6			
Mag & game. Solitaire game using the Fire & Movement folio system covering 6 smaller island invasions in the Pacific: Engebi, Eniwetok, Parry, Guarn, Tinian & Angaur. Player directs US forces in each invasion and must beat the historical US performance for all the invasions together. Individual battles can be played as a part of a campaign. Includes 2-player rules. Co/regt level, 500m/hex (Guam at 1mi/hex), 1+ day/turn, 280 counters. Eric Harvey'20 / ARTICLES ON: Weapons, Tactics & Cohesion in Pacific Battles; Crimea 1944; The US's Undeclared Naval War; the Czech Maginot Line; Germany's Declaration of War on the US; the Luftwaffe's Rapid Rise; Axis Spies.											
<b>Green Hell, Burma 1943-4 # 28</b>	103955	Decision Gms World at War	\$22.50	New	n	OoP		4			
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.											
<b>Last Battle, Ie Shima 1945</b>	151504	Revolution Games	\$24.00	New	zl			4			
Game of Operation Indispensable, the American invasion of the Japanese home island of Ie Shima in April 1945. Rgt/brig level, Area move, 88 counters. M.Rinella'15											
<b>Last Hundred Yards, Solomon Islands</b>	151045	GMT Games	\$34.00 **	New	BC **			2			
Complete game extending this game series of tactical combat into the Pacific. Focuses on campaigns in the Solomon Islands of Guadalcanal, Bougainville & New Georgia, Fall 1942-43. Includes US 1st & 3rd Marines and 25th Inf divisions. Will be the base game for Pacific modules. Adds infiltration, nigh attacks, fanaticism & jungle rules. Platoon & company level, 4 dbl-sided geomorphic maps, 1.5 countersheets. Mike Denson'22											
<b>MacArthur, Road to Bataan #44</b>	13831	WWW Wargamer Magazine	\$12.00	New	n	OoP	Err	4			
Last copy. ■ Mag & Game. Btl/nrgt lvl gm of Jap. invasion of Luzon, Philippines, 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/nrgt level. J.Green'85 / ARTICLES ON: A Tale of Two War Plans: The US & Japan in the Philippines; 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.											
<b>Operation Causeway, Formosa #83</b>	150365	Decision Gms World at War	\$37.50	New	n			4			
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.											
<b>Operations Olympic &amp; Coronet 2nd</b>	151403	Decision Games	\$37.00	New	zl			4 1			
Reprint in stand-alone game format of this major update of the long-popular, and first, solitaire game, SPI's Operation Olympic, plus a second companion game (Coronet). OLYMPIC covers the what-if the US had elected to invade Japan in 1945 and is updated based on new info. CORONET is a new game showing what if the invasion had reached the open plain around Tokyo. 2 maps, 560 counters. Both games can be played as solitaire or 2 player. J.Dunnigan, J.Miranda'18											
<b>Pacific Battles, Shanghai #42</b>	132370	Decision Gms World at War	\$25.50	New	n	OoP		4			
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.											
<b>Red Sun/Red Star, Nomonhan Campaign #158</b>	151476	Decision Games S&T Games	\$20.00	New	n	OoP		4			

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Mag & Game. May-Aug 1939 border dispute between an aggressive Japan & initially undermanned Soviet force in Mongolia that ended in a sharp defeat for Japan, keeping them neutral with the USSR for the rest of WWII. 3 scenarios depicting the initial Japanese attack, the Soviet counterattack, and a Japanese dream option balancing the August scenario. 0.75mi/hex, 1+day/turn. 240 counters. M.Stille'93 / ARTICLES ON: the Nomonhan Campaign in Manchuria, 1939; Inside Desert Shield & Desert Storm; Da Vinci & the Renaissance Military; Operation Leonard, Axis Conques of Leris, Nov. 1943; errata for White Eagle Eastward #156 including counter corrections.												
<b>What IF, Invasion Pearl Harbor #14</b>		<b>151095</b>	<b>Decision Gms World at War</b>	<b>\$34.00</b>			New	n	OoP			4
Mag & Game. Game of the what-if had the Japanese made good their initial raid on Pearl Harbor with a focused invasion of Oahu in Dec'41. Co lvl with air & naval units; 1mi/hex, 4hrs/turn. A.McGrath, C.Smith'10 / ARTICLES ON: Invasion Pearl Harbor history & designer notes; Greek Civil War 1943-49; Bura 1939, Polish counteroffensive; Economic Strengths & Weaknesses of Japan in WWII; Spanish Blue Div in Russia 1941-4; Indian Army in WW2; Liberty Ships; Wiseman's Cove anchorage at Okinawa; Op Dovetail, Guadalcanal rehearsal.												
<b>WW-2: Tactical Combat, European Theater</b>												
<b>ASL: PARTS</b>		<b>133876</b>	<b>Heat of Battle</b>	<b>\$5.00</b>			New	n	OoP			1
Reverse printed. Unpunched countersheet of 176 5/8" counters depicting captured Soviet AFVs in German service, taken from Recon by Fire #4. ■												
<b>ASL:Beyond Valor 5th</b>		<b>151437</b>	<b>Multi-Man Publishing,</b>	<b>\$129.00 **</b>			New	DC **	OoP			2
Last copy. ■ 2021 revision of the first Module for the ASL system. Includes German, Finn & Soviet counters, 10 maps (#1-5,8,20-23), 13 countersheets & 24 scenarios (10 from earlier editions & 14 published in prior ASL Annuals). Stripped of Red Barricades material included in earlier editions. Reprinted. '21												
<b>ASL:Crucible of Steel 2 [2nd]</b>		<b>151025</b>	<b>Bounding Fire Productions</b>	<b>\$110.00</b>			New	Fo				2
2107 2nd edition. ■ Reprint of this large, 32 scenario kit depicting tactical battles from the southern pincer of Kursk, Op Citadel, July 1943. Includes 3 boards, rules & magazine with historical articles plus analysis of slopes, dug-in tanks, forts etc. A major kit on a highly gameable subject. Req Blood & Jungle, Into the Rubble, High Ground 2, boards 16,17,33,38,43,44,56,57,62. Includes 2 countrsheets (less than included in first edition). C.Smith, S.Swann'17												
<b>ASL:Drop Zone, Sainte-Mere-Eglise</b>		<b>151208</b>	<b>Multi-Man Publishing,</b>	<b>\$69.00</b>			New	BC				2
New but not shrinkwrapped. ■ Historical ASL module focused on the initial airborne assault by the 505th regt of the US 82nd Airborne on the eastern side of the Cotentin Peninsula behind Utah Beach at Normandy. Tasked with protecting the crossroads the Germans would need to launch any counterattacks on Utah Beach. Facing them were an Ost Btlm of Georgians, the 709th Division, Panzer Grenadier Regt 1058, plus Luftwaffe's 91st Div, all supported by a Sturm Btlm & other armored assets. Covers 2 days of time around the town of Sainte-Mere-Eglise. Includes 3 historical map boards, 11 scenarios plus 3 campaign games, 1 countersheet. '23												
<b>ASL:Hakkaa Paalle 2nd</b>		<b>151210</b>	<b>Multi-Man Publishing,</b>	<b>\$95.00</b>			New	BC				2
2022 reprint incorporating some errata. ASL module #14 containing the complete Finnish order of battle w/ 4 countersheets, board 52, Chp H rules for the Finnish vehicles & guns & early war Soviet vehicles, plus 4 chapter dividers, overlays & 17 scenarios. Includes a bunch of early war Soviet vehicles such as the T26 & T28, the aerosan (fan-driven sleds), and various other weapons. 2min/turn, 40m/hex, sqd level with indiv AFVs & guns. '22												
<b>ASL:Heat of Battle Waffn SS Update Kit</b>		<b>136842</b>	<b>Heat of Battle</b>	<b>\$25.00</b>			New	Fo	OoP			2
Last copy. ■ 14 revised scenarios culled from the Waffn SS 1 & 2 kits, No Quarter No Glory & Fuhrer's Fireman. No counters, just scenarios for your gaming pleasure. '07												
<b>ASL:King of the Hill/Berlin Red Veng ERR</b>		<b>87019</b>	<b>Heat of Battle</b>	<b>\$0.25</b>			New	n	OoP			2
1 page of errata to HOB King of the Hill and Berlin Red Vengeance.												
<b>ASL:Operation Neptune</b>		<b>151233</b>	<b>Bounding Fire Productions</b>	<b>\$49.00</b>			New	zl				2
Scenario kit for ASL Advanced Squad Leader containing 10 scenarios plus campaign game covering the British crossing of the Seine River at Vernon, France, in August 1944. Also includes an historical map, 122 counters & special rules. Requires either Poland in Flames or Onslaught to Orsha 2nd, and Beyond Valor & either For King & Country or West of Alamein, plus boards 81 & 83 (Forgotten War) 1b & 4b (AP#8) & 7a (AP#9). '22												
<b>ASL:Rising Sun 2nd</b>		<b>151213</b>	<b>Multi-Man Publishing,</b>	<b>\$185.00 **</b>			New	DC **				2
2021 update that now includes map & scenarios for Hell's Corner scenario previously published in Ops SE #3. ASL module that combines & replaces the earlier Code of Bushido & Gung Ho! kits. Includes the Japanese army & naval land forces, Chinese, and US Marines. Includes revisions & additions to Chp G, H & Z rules; 1892 counters, (16 countersheets), 7 boards 34-39,47, many overlays, 32 scenarios including 16 that appeared in various mags. A must have module if you're interested in the Pacific Theater. '21												
<b>ASL:Rivers to the Reich Scenario Pack</b>		<b>151214</b>	<b>Multi-Man Publishing,</b>	<b>\$18.00</b>			New	n				2
15 scenarios adapted from official Squad Leader scenarios, completing the effort begun with Turning the Tide to convert all SL scenarios to ASL. Covers actions on the West Front after August 1944. Includes 2 overlay sheets (taken from GI Anvil of Victory). '13												
<b>ASL:Roma 2020</b>		<b>151438</b>	<b>Multi-Man Publishing,</b>	<b>\$10.00</b>			New	Fo				2
Scenario pack created in association with an Italian ASL group. Includes new, #86 map and 4 scenarios including Italian, Greek, German, French partisans, New Zeland & US forces. Scenarios occur in Greece & Italy, 1940-44. '20												
<b>ASL:Starter Kit #3, Tanks 4th</b>		<b>150608</b>	<b>Multi-Man Publishing,</b>	<b>\$32.00</b>			New	BC				2
2022 reprint. Complete game aimed at introducing beginners to ASL thru 8 scenarios which focus on the use of tanks & other vehicles within ASL. Includes 3 maps. Designed to introduce players to the basic ASL game system as well as vehicles & ordinance. '22												
<b>ASL:Winter Offensive # 9 2018 Bonus Pack</b>		<b>134962</b>	<b>Multi-Man Publishing,</b>	<b>\$19.00</b>			New	Fo	OoP			2
ASL scenario kit containing 4 deluxe ASL maps (I,J,K,L) and five scenarios set in Russia 1942, Germany 1944, China 1938 & 1944, and a Korean War scenario set in July 1950. With its 4 maps, this is the largest of any WO kit to date. '18												
<b>Combat Commander: Normandy Kit 2nd</b>		<b>150965</b>	<b>GMT Games</b>	<b>\$21.00</b>			New	Fo				2
Battle Pack #3. Reprint of this kit for the Combat Commander system & covering tactical combat in Normandy, 1944. Includes 176 counters, 8 maps, 17 scenarios including Pegasus Bridge, Pointe du Hoc, and other key battles from the Normandy landings. '20												
<b>Commandos, Europe Solitaire #55</b>		<b>150803</b>	<b>Decision Gms World at War</b>	<b>\$37.50</b>			New	n				2 1
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.												
<b>Foxhole #10</b>		<b>55424</b>	<b>Game Publicatns GAME FIX</b>	<b>\$10.00</b>			New	n	OoP			1
Mag & Game. Simple, small, fast playing low level tactical game w/ 6 scenarios of prototypical situations on the east front in WW2. 32pg mag resurrects Game Fix tho content is rather sparse; editorial dated 1999, cover dated Q2'2000, and actually published Q2'2001. ARTICLES ON: military updates; history of the raid on St. Nazaire 1942; the U-Boat war in WWI; reviews of Fleet Command PC & Rogue Spear PC; commerce on the internet c.2000. '01												
<b>Heroes of Telemark, Commando Raid Norway</b>		<b>151585</b>	<b>Decision Games</b>	<b>\$11.50</b>			New	Fo				2 1
Solitaire game of the British SOE (special forces) to sabotage the German heavy water (atomic) weapon program in Norway during World War II. You recruit SAS teams, then execute a sabotage mission. Sml map, 40 counters, 18 cards. '19												
<b>Last Hundred Yards: Mission Pack #1 Kit</b>		<b>151669</b>	<b>GMT Games</b>	<b>\$13.00</b>			New	zl				3
Kit with 10 new missions set in France 1944 after D-Day, including Normandy, Hurtgen Forest & the Battle of the Bulge. Adds new weapons such as Rhino tanks, new terrain like Hedgerows. Reqs both Fields of Fire and Fields of Fire II to play all scenarios. Includes 2 dbl-sided maps, 10 missions. Mike Denson'22												
<b>Night Fight Solitaire #44</b>		<b>120312</b>	<b>Decision Gms World at War</b>	<b>\$49.00</b>			New	n	OoP			2 1
Last copy. ■ Mag & game. Solitaire game in which the player commands a German kampffgruppe infiltrating & attacking Soviet forces in a nighttime battle during the battle of Kursk, July 1943. Based on actual actions involving the 6th Panzer, plus other actions. Vehicle/Sqd level, 30m/hex, 2-15min/turn. Multiple scenarios including the 6th Panzer at Kursk & SS attacks on Kharkov. 228 counters. R.Mason, E.Harvey'15 / ARTICLES ON: Night Combat on the East Frong in World War II; On Patrol in Luzon, 1945; Tale of Two Corps: US II Corps & II SS Panzer Corps, 1944; Battle of Buq Buq, 1940; Mahan's influence on US Pacific Strategy 1941-5; Joseph Goebbels; Hitler's other East Frong Headquarters; Balloon Bomb Warfare; Coastwatcher Ruby Boye.												
<b>Panzer 5th: Expansion Kit #3 2nd</b>		<b>151386</b>	<b>GMT Games</b>	<b>\$54.00 **</b>			New	BC **				1

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
2021 Update. Drive to the Rhine, the 3rd expansion to GMT's Panzer. Adds the major US & British forces that saw the war thru till the end, plus some additional Germans as well. Adds 4 dbl-sided maps covering the bocage of Normandy & other terrain closer to Germany. 176 5/8" & 352 7/8" counters. Data cards for 64 AFVs (include 12 versions of the Sherman), 36pg TO&E booklet, 10 scenarios, 4 geomorphic mounted maps. Reqs only base game to play. James Day'21												
<b>Panzer Grenadiers: Romanian Soil Kit</b>	95508		Avalanche Press, Ltd.	\$2.50			New	Bk	OoP			2
Kit covering the battles for Targu Frumos in 1944 as the Soviet 2nd Ukrainian Front attempts to outflank the Romanian Strunga fortification line. 10 scenarios. Reqs Eastern Front, Road to Berlin, Btl Bulge, Eisenborn & Red Warriors to play all scenarios. 200m/hex, pltn level. '09												
<b>Sniper!, 1st</b>	2154		SPI Games	\$20.00			Excell	FT	OoP	Err		1
25% punched, complete. Rules highlighted in yellow. Includes 2 large-sized laminated si-move pads in addition to other copies. Upper margin of coversheet mildly sun faded. ■ Game of low level tactical combat in an urban setting during World War II. Includes a small number of AFVs, but focus is on infantry combat in an urban setting. Each counter represents an individual man with their personal weapons (including flamethrowers, RPGs, satchel bombs, etc.) Simove, but with a small number of units on the board. J.Dunnigan'73												
<b>WW-2: Tactical Combat, North Africa 1940-43</b>												
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
<b>Panzer Grenadiers: La Campagne Tunisie</b>	137983		Avalanche Press, Ltd.	\$15.00			New	zl	OoP			2
Last copy. ■ Scenario kit providing 12 scenarios of the French experience in northern Africa between the time of the Torch landings (Nov 1942) and the Axis surrender in Tunisia (May 1943). '17												
<b>WW-2: Tactical Combat, Pacific Theater</b>												
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
<b>ASL:Blood &amp; Jungle 2 [2nd]</b>	151228		Bounding Fire Productions	\$115.00			New	Fo				2
Update of this large scenario kit focused on ASL actions in the Pacific Theater. Includes a whopping 47 scenarios set in China, Burma, Borneo, the Philippines, Tarawa & other known & lesser venues. Includes 4 counter sheets, 3 16x22" geomorphic boards on heavy stock, mag w/ articles as well as rules, & a divider card. 2nd ed integrates errata & adds a new player aid & an enlarged map for one scenarios. Reqs US, Japanese, Brit, French, Soviet, Chinese & minor nations units plus boards 2,7,10-12,14-18,22,25,32-40,42,43,47-51, b,d,u, v, BRT & BRP board B for play of all scenarios. '17												
<b>ASL:Kakazu Ridge #2 2nd</b>	148672		Multi-Man Publishing,	\$15.00			Excell	n	OoP			2
Incomplete campaign game insert bundle. Includes Kakazu Chp Z special rules (1pg), 1pg play aid, 6 scenarios (J13-18,64), and remnants of 2 countersheets (including most but not all forts, all German & US satchel counters; all US infantry & all Japanese counters NOT included. KR map available separately. ■												
<b>ASL:Sand &amp; Blood Parts</b>	148674		AH Avalon Hill Game Co.	\$10.00			V.Good	n	OoP			2
Rules, historical background & Scenarios CG & A3-A5. Includes 8.5x11" color lazer printed map copies. Rules & CG scenario are B&W photocopy. ■												
<b>ASL:Sword &amp; Fire, Manila</b>	149546		Multi-Man Publishing,	\$100.00 **			New	DC **				2
ASL module of the US conquest of the Phillipine capital of Manila in 1945 during the course of a month. The Japanese planned only to fight to the death, tenaciously contesting every building, using all their resources including veteran army & naval units as well as untrained conscripts. Adds new terrain types, and provides 25 scenarios & 5 campaigns. 6 maps, 4 countersheets. '22												
<b>Combat Commander: New Guinea Kit 2nd</b>	151645		GMT Games	\$18.00			New	Fo				2
Battle Pack #4. Reprint of this kit adding 14 scenarios set in New Guinea, 1942-4, plus 6 battle maps depicting jungle terrain. '20												
<b>WW-2: Tactical Combat, Multiple Theaters</b>												
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
<b>ASL / SL BOARDS</b>	95272		AH Avalon Hill Game Co.	CALL			Excell	or Mint	n	OoP		2
Individual CARDSTOCK, MOUNTED or UNMOUNTED (paper) BOARDS available; see our online catalogs or inquire by phone or email. Order by board # & format. Prices & condition vary. ■												
<b>ASL: Annual '92</b>	147706		AH Avalon Hill Game Co.	\$19.00			Excell	n	OoP			2
64pg, General-style set of articles on strategy, tactics & scenarios for ASL. Includes 17 scenarios in the pages of the magazine.												
<b>ASL:Action Pack #18, Octoberfest XXXVII</b>	151512		Multi-Man Publishing,	\$29.00			New	Fo				2
Scenario pack focused on 14 scenarios from an previous Oktoberfest. Includes 2 geomorphic maps (91,92). Actions cover actions on the Eastern Front from Dec 1941 to May 1945, the Pacific in Guadalcanal 1942, the Western Front in 1944, plus 4 scenarios involving the US 1st Cav in Korea in 1950. '23												
<b>ASL:Firefights Kit #2</b>	133874		Heat of Battle	\$25.00			New	Fo	Going			2
Kit providing 6 small, intensive firefight scenarios from France 1940, east Africa & west front '44-5, plus 6 half-map overlays designed for maps #1,14,19,26-31,33. '05												
<b>ASL:Friendly Fire Scenario Bundle</b>	148671		Friendly Fire	\$0.50			Excell	n	OoP			2
2 stray scenarios believed to be from Friendly Fire, FF7 Plow Factory and FF8 Gray Waves. Includes a scenario page and an 8.5x11" map for each, neatly color lazer copied. ■												
<b>ASL:Hollow Legions 3rd</b>	151211		Multi-Man Publishing,	\$132.00 **			New	DC **				2
Overhaul of this module including the entire Italian OoB plus the desert components from West of Alamein (which were not printed in King & Country), plus components from Soldiers of the Negus (Ethiopia, 1935-6). Revised mix of 53 scenarios from previously published modules, action packs, magazines & Negus kit. Includes 5 countersheets, 8 boards (25-31, 25e), & all desert overlays. A core module for actions set in the North African desert or involving the Italians. '22												
<b>ASL:Into the Rubble 2 [2nd]</b>	151229		Bounding Fire Productions	\$74.00			New	n				2
Update of this first ASL kit from this small ASL publisher since their 2008 revival. This updated scenario pack now includes 20 scenarios focused on intense firefights in urban rubble on all theatres of WW2 plus the Spanish Civil War. Includes 228 1/2 & 5/8" counters, and 2 geomorphic maps with city & rail yard terrain plus a rubble city overlay. Reqs Beyond Valor, Yanks, Doomed Battalions, Armies of Oblivion, Red Barricades, Recon by Fire #4 to play all of scenarios. Errata has been incorporated into rules, maps & scenarios. C.Smith'16												
<b>ASL:Starter Kit BONUS Kit #2</b>	151546		Multi-Man Publishing,	\$18.00			New	Fo				2
Kit adding 2 maps & 8 scenarios to all of the prior Starter Kits. Includes maps I & J, and scenarios S82-89, which cover actions thruout WWII and in both Europe & the Pacific. Requires parts all 4 Starter Kits plus Exp Pack #1 & 2 to play all scenarios. '21												
<b>ASL:Winter Offensive #10 2019 Bonus Pack</b>	150153		Multi-Man Publishing,	\$29.00			New	Fo				2
Tournament scenario pack including 2 new maps (10 & 11), 4 scenarios covering actions in Greece 1940, two in France 1944, and Korea 1950. Reqs core modules to play. '19												
<b>ASL:Winter Offensive #12 2021 Bonus Pack</b>	146390		Multi-Man Publishing,	\$25.00			New	Fo				2
Last copy. ■ Tournament scenario pack including one new map (14a/b) and 3 scenarios. Scenarios cover actions in France, Netherlands & Germany, all in 1944. Reqs core modules & boards 11b to play all scenarios. '21												
<b>Patrol, Man-Man Combat in 20th Century</b>	2098		SPI Games	\$25.00			Excell	FT	OoP	Err		1
Complete. Rules neatly highlighted in yellow. Includes 2 large-sized, laminated si-move charts plus more. Includes several photocopied scenarios & analysis. ■ Man-man combat in the countryside during 20th century. 1974 sequel to Sniper! emphasizing combat in the great wide open. J.Dunnigan'74												
<b>SL: Squad Leader Board # 4 UNMtd</b>	149754		AH Avalon Hill Game Co.	\$2.00			Mint	n	OoP			2
# 4 Unmounted map board.												
<b>SL: Squad Leader, SCENARIO BUNDLE</b>	95751		Miscellaneous MAG Publsr	\$0.50			Excell	n	OoP			2
8 SL & 2 ASL scenarios from the General & Wargamer & F&M: Scen E,F,G,H,I, WG1, WG2; ASL scen G6, 2000 (Stalingrad mega scenario), 1 other. ■												
<b>WW-2: Political &amp; Economic Conflict</b>												
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<b>Die Atombombe, the Reich's Bomb #50</b>	151287		Against the Odds Magazine	\$29.50			New	HP				5
Mag & game. 2-5 player card game of Germany's attempt to develop the atom bomb during World War II. Each player represents a faction within German society. Secure permission to start, secure scarce resources & personnel to develop a program, and go for broke despite the many other pressing needs of a nation at war. Oh, and spy on & sabotage your competitors' efforts, this being the Reich. Designed to show how difficult it was to mount a nuclear program despite the appeal of the goal.Quick playing. 108 cards, 64 counters. Steven Cunliffe'19												
<b>WW-2: Air Combat</b>												
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P												
<b>B-29 Superfortress, Bombers Ovr Japan 3d</b>	151236		Legion Wargames	\$44.00			New	HC				1
3rd edition reprint of this solitaire game similar to B-17 in scope; player operates a crew of an American B-29 of the 20th Air Force in bombing runs against Japan. Goal is to live thru 35 missions. Missions vary by elevation & day or night, and face opposition in the form of flak, fighters, searchlights, etc. Your goal is to shepherd your crew thru 35 missions to earn your return home. 172 counters, 48pgs charts, map. S.Dixon'16												
<b>Down in Flames, Guns Blazing ExtraCards</b>	142902		Dan Verssen Games	\$2.50			New	n	OoP			1
Deck of 63 aircraft cards. ■												
<b>Eagle Day, the Battle of Britain</b>	151293		Decision Games	\$11.50			New	Fo	OoP			4

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Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs

Small, simpler game in the Mini game series. Strategic level game of the key part of the Battle of Britain. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards, group/wing scale. J.Miranda'13

**Fury at Midway [2nd]** 151367 Revolution Games \$30.00 New zl 4  
 Updated and enlarged from the Japanese game, Midway Turning the Tide in the Pacific. Primarily a game of air operations during the battle of Midway, June 1942. Players struggle with the key questions of what & when to strike, and how to defend your fleet (and for the Americans, the island of Midway). Game system adds variability to strike navigation & coordination and escort forces, which may undercut a good plan. Surface naval forces are not depicted directly. 2 maps, 72 counters, 12 cards. Yasushi Nakaguo'20

**Interceptor Ace v2, Last Days Luftwaffe** 151162 Compass Games \$69.00 \*\* New BC \*\* 1 1  
 Solitaire, low-level tactical game covering the increasingly desperate air defense of Germany during the last year of World War II, 1944-45. 40 of the best fighters of the war were involved & included. 342 counters, 20 dbl-sided aircraft displays, 60 combat cards, 3-4days/turn, individual aircraft & weapon systems. Can be played cooperative. Fernando Sola Ramos'23

**Interceptor Ace, Air Defense ovr Germany** 151073 Compass Games \$72.00 New BC 1 1  
 Solitaire, low level tactical game covering daylight air defense over Germany, 1943-44. Player is placed in any of 30 models of daylight fighters tasked with stopping the American bomber offensive and their fighter escorts over the course of days & weeks. Emphasis is on the pilot's (player's) experience & skill development over time. Uses the Hunters (Night Fighter Ace) game system. 1 countersheet, 60 cards, individual aircraft & crew members. Gregory Smith'19

**Spitfire** 151326 SPI Games \$20.00 Excell zl OoP 1  
 No FT; packaged in a ziplock. Missing all (27) blanks, otherws complete & clean. ■

**Target for Tonight** 151241 Legion Wargames \$65.00 \*\* New BC \*\* 1 1  
 Sequel to very popular Target for Today game. Solitaire game covering Britain's nighttime strategic bombing campaign over Europe, 1942-45. Player commands individual RAF bombers on night missions in any of 12 campaigns each with individual missions. Goal is to survive your tour of duty. Mounted map, 204 counters. Steve Dixon, Bob Best'20

**Wing Leader, Supremacy 1943-45 2nd** 148516 GMT Games \$49.00 \*\* New DC \*\* 2  
 2022 reprint. Second in an intended series of faster-playing games covering massed aerial combat in WWII in a unique & intuitively understandable way. This second game in the series covers the period in the last 2 years of the war in which the Allies gained dominance in the air. Presents squadron & flight-sized air battles using a unique side-view of the air space. Includes both European & Pacific theaters, with 48 aircraft from 7 nations' aircraft represented. Includes jet fighters & kamakaze attacks against picket defenses. Includes detailed air crew quality & special weapons like rockets. 4 countersheets, mounted map. L.Brimmicombe-Wood'22

**WW-2: Naval Combat** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Bismarck [178]: Graf Spee Variant COPY** 150298 AH Avalon Hill Game Co. \$4.00 Excell n OoP 4  
 2 color photocopied maps including counters, plus photocopied rules from General 16/2 ■ 2 color copied maps including counters, plus photocopied rules from General. Search for Graf Spee in S. Atlantic, '39 using Bismarck search & combat system.

**Clash of Carriers #58** 151280 Against the Odds Magazine \$35.00 New HP OoP 4  
 Mag & game. Game of the largest carrier battle in history, the Battle of the Philippine Sea, which included a total of 24 Japanese & American carries. The result shattered the remaining Japanese carrier power for the balance of the war in what was called a turkey shoot. Historically, the Japanese failed to coordinate their strikes. The Japanese has the advantage of longer range to both carrier & land-base airpower, but the US has qualitatively superior forces. The US player may seek to attack more of the Japanese surface fleet rather than settling only for defeating their air forces. Detection plays a major role, with air reconnaissance & submarines playing a key role. Air strikes, surface battles and submarine hunting are played on tactical maps. Scenarios offer the historical OoB, but also what-ifs with additional surface & air forces, and allow greater coordination. 1 map, 320 counters. Mark Stille'23

**Command at Sea** 16091 Metagaming \$15.00 Mint SC OoP 1  
 Cherry. ■ Ship-ship combat using a Jutland-like, miniatures-oriented system at 1/4800 scale. Ships & scenarios for the 3 battles of Savo Island around Guadalcanal, 1942-43. Includes 24 ship counters, 20 ship data sheets. Counters printed on thin cardstock & must be cut apart to play. G.Preston & J.Gibson'81

**Destroyer Captain** 1595 Quarterdeck Games \$59.00 Mint BC OoP 1  
 Some scuffs on box side panels; otherws mint. ■ RECOMMENDED gm of tactical naval combat among DDs & CLs in WWI & II among all major navies. 15 scenarios w/ ratings for all major & several minor navies. Good simulation on subject. J.Green'82

**Devil Boats, PT Boats in the Solomons** 151569 Compass Games \$54.00 New BC 2 1  
 Solitaire, tactical-level game of operating a squad of 4 US PT (patrol) boats in nighttime missions against the Japanese during the summer of 1943 in the Solomons Islands. These fast, heavily armed boats developed their namesake reputation by showing up out of nowhere, doing great damage, then disappearing again into the night. Your team is assigned a mission, and you must navigate the enemy as well as rough seas, reefs and other random events. Each boat has 12 crewman who may be incapacitated at any time but become more skilled thru experience. Each boat also has various equipment systems including weapons & radios that may be disabled. Goal is to survive the summer while destroying as much Japanese shipping as possible. Be too aggressive and you may be court martialed. 1 mission/day, 20 missions/month. 2 countersheet, 1 map, 2 mission boards. Joe Carter'21

**Midway Solitaire 2nd** 151573 Decision Games \$54.00 New DC 6 1  
 Boxed update of this popular, solitaire game of the grander situation in the Pacific during the spring-summer of 1942 which culminated in the Battle of Midway but also included Coral Sea & the invasion of the Aleutian Islands. Player assumes command of US forces, and must defeat multiple Japanese forces and lines of attack with inferior numbers. Relatively complex as it mixes solitaire structures with both a strategic & operation game of naval operators in the Pacific (with a fog of war). Variable time frame (1-7 days), 1-4 ships/counter. This edition has a mounted map & 224 counters. Joseph Miranda, Eric Harvey'22

**Seas of Thunder** 151339 GMT Games \$39.00 \*\* New DC \*\* 6  
 Strategic level game of the naval war in World War II around the world. Depicts not only the struggle for supremacy, but emphasizes the challenge each nation's leaders faced allocating limited resources to the struggle. Game has 7 smaller scenarios that can be combined to include most of or all of the war. Something of a massive elaboration on earlier War At Sea & Victory in the Pacific games. 1400 counters, 1 dbl-sided map. Jeff Horger'23

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**POST WW2 CONFLICTS: WW-3 in Europe** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

**Group of Soviet Forces Germany #220** 67427 Decision Games S&T Games \$49.00 New n OoP 4  
 Last copy. ■ Mag & Game. Division level game of the what-if had the USSR attacked in central Europe in the late 70s. This was a time when NATO forces & organization were in relative disarray. Something of an update of the old SPI Nato game with revised map & OoB. Assumes the Soviets would not use tactical nukes freely, and that the Soviets make a hasty attack. 10mi/hex, 2days/turn. 280 counters. T.Bomba, J.Miranda'04 / ARTICLES ON: NATO v the Warsaw Pact in the late 1970s w/ OoB; Behind the Scenes in the Last 7 Day of France 1940; First Fighting Steamships; Pirates 1690-1720; German Obsession with Miracle Weapons; Rome's Navy in its War of Empire; Warplan Orange & the Evolution of US Naval Strategy 1907-41; Allied Plan 1919.

**Objective Hamburg #55** 147433 Decision Gms Modern War M \$95.00 New n OoP 4  
 Last Copy. ■ Mag & game. Final issue of Modern War Magazine. 5th & final installment of this series of games on WWII in Europe in the mid-80s. Covers the first 4 days of a Soviet attack thru the northern German plain around Hamburg & Bremen. Soviet chooses one of 3 set of victory conditions, 2 of which are geographical & the other is exiting off the west edge. 2.5mi/hex, 360 counters, Btln/Regt level, 8hrs/turn. Ty Bomba'21 / ARTICLES ON: War in Europe in the 1980s, the North; Operation Game Warden, the Mekong Delta, 1965-8; Indonesian Malasian Confrontation, 1963-6; the Second Chechen War, 1999; US Army in the Arctic; Chad Repels an Invasion; Syrain Exports; USS Newport News, Last Big Gun Heavy Cruiser; the 1974 Turkish Invasion of Cyprus; The Argentine San Luis submarine patrol during the 1982 Falklands War; Missles & Geese.

**Objective Kassel #53** 145874 Decision Gms Modern War M \$99.00 New n OoP 4  
 Last copy. ■ Mag & game. Fourth game in a planned series 5 games called 7 Days to the Rhine, each of which is stand-alone but also mateable to form a large game of World War III in central Europe in the 1980s. This game covers Germany between the cities of Kassel & Hannover. Considers electronic warfare, refugees, air power. Victory is by geographic control. 280 counters, 4km/hex, btln/regt level, 8hrs/turn. Ty Bomba'21 / ARTICLES ON: Objective Kassel & the War in Europe in the 1980s, pt.4; Guinea-Bissau War of Independence, 1963-74; Tanks in the Central Highlands of Laos, 1971; Iran's Seizure & Occupation of Abu Musa & Tunb Islands off the UAE; War in Tigray; DOD Tests Hi-Powered Microwave Weapons; Chinese Navy Now the Largest; Arms for the Emirates; Fiscal Parthian Shot; Coalition Suppression of Iraqi Air Defenses during Desert Storm, 1991; Is the Concept of Total War Dead?; Pacific Flashpoint, South China Sea.

**Objective Munich #49** 144016 Decision Gms Modern War M \$99.00 New n OoP 4

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Last copy. ■ Mag & game. Second game in a planned series 5 games called 7 Days to the Rhine, each of which is stand-alone but also mateable to form a large game of World War III in central Europe. This game covers southern Germany from the Czech border to Munich in the SW corner of the map. Considers electronic warfare, refugees, air power. Victory is by geographic control. 280 counters, 4km/hex, btln/regt level, 8hrs/turn. Ty Bomba'20 / ARTICLE ON: War in Europe in the 1980s; Strategic Air Command European Operations, 1946-65; Israeli Navy from 1949-67; The US Marines & Helicopter Warfare; Mercenary Diplomacy in Mozambique; Will the US Pull Troops from Germany?; Singapore, a Poisonous Shrimp; Lessons Learned in Syria; Bob Denard, Warrior King & Pirate of the Republic [of Congo]; Airpower Evolution; Vietnam Winner, the Bicycle!; Israel's Dilemma: Begin Doctrine v Nuclear Proliferation.												
<b>Operation Unthinkable, Elbe to Oder #333</b>	<b>148820</b>	<b>Decision Games S&amp;T Games</b>	<b>\$37.50</b>	<b>New</b>	<b>n</b>			<b>4</b>				
Mag & game. Operational level of the hypothetical situation had the western Allies & the Soviets gone to war in the environs surrounding Berlin a couple months after the end of World War II. Victory is determined by the western Allies' progress toward the east (attempting to secure Poland for the western camp). Game reflects that both sides were at the end of a taxing war with few replacement or reinforcements available. Soviets have numbers & artillery; the allies have bombers. Div/corp level, 228 counters, 5mi/hex, 3.5days/turn. Ty Bomba'22 / ARTICLES ON: Unthinkable, Churchill's Plan for World War III in 1945; Union Disaster, Battle of Crater July 1864; First Battle of Monte Grappa, 1917-18; Subutai, Mongol Master of War; German Use of Mines in WWI; Ethiopia Update; Turkey's Syrian Gambit; Icebreaker Wars; US Carriers at Risk; Battle of Plataea, 499BC; Buffalo War 1873; Communications Revolution; Combat Air Support in WWI.												
<b>Third World War Designer Set 2nd</b>	<b>151568</b>	<b>Compass Games</b>	<b>\$165.00 **</b>	<b>New</b>	<b>DC **</b>			<b>4</b>				
Update of the complete set of four previously published, well-regarded games on the anticipated fronts of conflict in World War III. Covers central Europe, Scandinavia, the Mediterranean and the Persian Gulf. Includes both air & land forces. Graphically overhauled with new maps & counters, & integrated the four games into one with no core design changes, yet includes many enhancements to simplify play. 6 maps, 9 countersheets, 20 diplomacy cards. Frank Chadwick'22												
<b>POST WW2 CONFLICTS: the Cold War 1945-89</b>												
<b>Twilight Struggle, Cold War 1945-89 5th</b>	<b>96499</b>	<b>GMT Games</b>	<b>\$35.00 **</b>	<b>New</b>	<b>BC **</b>			<b>OoP</b>	<b>8</b>			
NOTE 2011 (5th) Deluxe edition. New & shrinkwrapped; never used. ■ Deluxe edition; further revision & reprint of this rather popular, 2-player game of the Cold War thru the fall of the Soviet Union, 1945-1989. Covers the secret intrigue as well as the small hot wars in which the USSR & the western allies used hapless proxies to further their ends. 4th ed added revised map now mounted, 6 addl cards, thicker counters with rounded corners. '11												
<b>POST WW2 CONFLICTS: Iran &amp; Iraq 1980s to present</b>												
<b>Decision Iraq # 6</b>	<b>105882</b>	<b>Decision Gms Modern War M</b>	<b>\$20.00</b>	<b>New</b>	<b>n</b>			<b>4</b>				
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: Decision 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 Attack Aircraft; Focus on Uganda; BOMARC, Longest Ranged SAM Ever Built; EXACTO Sniper Rifles; Micro-Satellites & the Militarization of Space.												
<b>Desert One War, Persian Gulf 1979-81 #44</b>	<b>150805</b>	<b>Decision Gms Modern War M</b>	<b>\$37.50</b>	<b>New</b>	<b>n</b>			<b>4</b>				
Mag & game. Operational level game of hypothetical US-led invasions in the Persian Gulf in the late 1970s or early 1980s. 2 scenarios covering a US invasion after the Iranian hostage crisis of 1979-81; 1 scenario covers a NATO invasion to sieze Persian Gulf oilfields after an oil embargo. Uses untried units for local, opposition forces. Models air land & amphibious forces. US air transport is a major constraint. 228 counters, 60km/hex, 3-10days/turn, rgt/brig/div level. Joseph Miranda'19 / ARTICLES ON: Military Conflict in the Persian Gulf 1978-81; Congo's Shaba Wars, 1977-8; Hill 3234, Afghanistan 1987; Operation Eastern Exit, the Mogadishu Evacuation 1991; Tank Tuning, Cuban Style; Will Turkey Leave Nato?; Australia's New Defense Posture; A Port on the Med (Tartus, Syria); Venezuela 2019; Systems Warfare; Israel Strikes, the Next Middle East War; Baltic Defence College in Estonia; M249 Squad Automatic Weapon.												
<b>Fallujah 2004, City Fighting in Iraq #23</b>	<b>132823</b>	<b>Decision Gms Modern War M</b>	<b>\$25.50</b>	<b>New</b>	<b>n</b>			<b>OoP</b>	<b>3</b>	<b>1</b>		
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.												
<b>Gulf Strike 1st</b>	<b>710</b>	<b>AH Victory Games</b>	<b>\$75.00</b>	<b>Mint</b>	<b>BC</b>			<b>OoP</b>	<b>Err</b>	<b>2</b>		
with #712,713,714. Complete set of 1st ed game & box, 2nd ed update, Desert Shield Kit, and Desert Storm expansion, Desert Storm mildly waved due to storage in an AH box. Unpunched & clean ■ Complex, detailed game of air-land-sea warfare around the Middle-East & critical Persian Gulf shipping areas in multiple scenarios. Includes 910 counters, 3 maps; 2days/turn, 28km/operational hex; btln/brig/level. Orig rules have 5 scenarios, later 2nd ed added new units/values, scenarios & errata bringing game up to '88; 3rd ed added OoB & set of scenarios for Desert Shield play (1991). M.Herman'81												
<b>Oil War, Iran Strikes 2nd # 2</b>	<b>137530</b>	<b>Decision Gms Modern War M</b>	<b>\$27.50</b>	<b>New</b>	<b>n</b>			<b>6</b>				
2014 reprint. Last copy. ■ Mag & game. 2014 reprint. Game is a reworking of the theme of an earlier game by this title with a Neocon twist. Focused on Iranian strategic alternatives in the time frame of 2013-7 presuming an Iranian nuclear capability, with a simpler design. What would happen if this current boogeyman launched a conventional war in one direction or another when they have The Bomb? 228 counters, 18mi/hex, 3days/turn, Brig/div/corp level. T.Bomba'12 / ARTICLES ON: Oil War, Iran & the Military Balance in the Persian Gulf (lengthy); Israeli OoB at Chinese Farm, Oct. 1973; Fire Support Base Mary Ann, Vietnam, anatomy of a disaster 1971; American drones at war; the Hashim Portable Greande Launcher RPG-32; US F4 Phantom II Fighter-Bomber; Today's Sci-Fi Military Technologies.												
<b>Phase Line Smash</b>	<b>6546</b>	<b>Game Designers Workshop</b>	<b>\$20.00</b>	<b>Mint</b>	<b>HC</b>			<b>OoP</b>	<b>Err</b>	<b>2</b>	<b>1</b>	
Cherry mint aside from some very nominal, scattered scuffing on box. ■ Solitaire game of the US VII Corp's left hook to Basra & to clash with Iraq's elite Republican Guard during Kuwait War, Feb 24-28 1991. Detailed & exceptionally well documented examination of the details of this war. Spectacular components. Units are activated individually to conduct various forms of movement or combat making for a very dynamic game. But constant movement creates fatigue & fatigued troops make mistakes. 528 counters, 1 map. Frank Chadwick'92												
<b>Saddam Moves South #339</b>	<b>150829</b>	<b>Decision Games S&amp;T Games</b>	<b>\$37.50</b>	<b>New</b>	<b>n</b>			<b>4</b>				
Last copy. ■ Mag & game. Game of the hypothetical situation in August 1990 had the unexpected Iraqi invasion of Kuwait continued into Saudi Arabia. The US then must lead a coalition to retake the oil fields of Arabia. Based on a distorted understanding of Iraq's motivations at the time, but poses the situation where the US-led coalition had to build up its forces in the face of a fait accompli occupation of Saudi Arabia and a large part of the world's oil. Based on the Desert One War game series covering land, air & amphibious ops. 3-10days/turn, rgt/brig/div level, 224 counters, 22mi/hex. Joseph Miranda'22 / ARTICLES ON: What If Saddam Continued South in 1990?; Operation Roundup (D-Day in 1943) Reconsidered; US Navy's Yangtze River Patrol in the early 1900s; Pompey v the Pirate, 1st Century AD; WWI Railway Guns; HIMARS in Ukraine; Middle East Naval Power; Rwandan Interventions; Japan's Counter-Strike Capabilities; Curious Case of Benjamin Pole; Belgian Expansionism in 1839-1945; The Man Assyria Feared.												
<b>POST WW2 CONFLICTS: Afghanistan, 1982-present</b>												
<b>Enduring Freedom, Afghanistan 2001-2 #30</b>	<b>150357</b>	<b>Decision Gms Modern War M</b>	<b>\$34.00</b>	<b>New</b>	<b>n</b>			<b>4</b>	<b>1</b>			
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.												
<b>Operation Anaconda, Afghanistn 2002 #276</b>	<b>136132</b>	<b>Decision Games S&amp;T Games</b>	<b>\$27.50</b>	<b>New</b>	<b>n</b>			<b>OoP</b>	<b>3</b>			
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.												
<b>POST WW2 CONFLICTS: Israel &amp; the Middle East 1948 to present</b>												
<b>Flashpoint, Golan</b>	<b>703</b>	<b>AH Victory Games</b>	<b>\$50.00</b>	<b>Mint</b>	<b>BC</b>			<b>OoP</b>	<b>2</b>			

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

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	BOX	Out-of	Errata	Game #
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price EA	Surcharge	Conditn	Type	Print? Incl ? Scale Plyrs
Cherry mint. ■ Brig/btlr/rgt level game of past & future combat in Golan Heights & West Bank areas between Israel, Syria & Jordon (and Iraq, the USSR & the US). 5 btlr & 2 larger "campaigns". with scenario generator changing each game. Med to hi complexity using a very interactive sequence of play using chit activations. 780 counters, 2 maps. 1992 Charles Robert nominee for Best Post-WWII Board game. Mark Herman'91								
<b>Middle East Battles, '56 &amp; '67 #226</b>	<b>151301</b>	<b>Decision Games S&amp;T Games</b>	<b>\$30.00</b>	<b>New</b>	<b>n</b>			<b>4</b>
Mag & Game. Includes variant counters for Dixie #54 (10) and East is Red (30). Coverage of the battles of Suez in 1956 Arab-Israeli War & El Arish in the 1967 war. Btlr level, 200 counters, 1 map. 6-8hrs/turn, 1mi/hex. J.Miranda'05 / ARTICLES ON: Clash of Armor in the Sinai, 1956 & 1967; Insurgency in Nepal; Prusso-German Army, 1815-1914; Naval Revolution, Sail to Steam; Magint Line Myths; Cromwell's New Model Army & the English Civil War, 1642-51; German Naval Warfare in WWII; Variant for Dixie #43.								

**POST WW2 CONFLICTS: Russia & Eastern Europe** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

<b>Axis of Evil, Conflict in Mid-East # 39</b>	<b>150798</b>	<b>Decision Gms Modern War M</b>	<b>\$37.50</b>	<b>New</b>	<b>n</b>			<b>4</b>
Last copy. ■ Mag & games. Strategic level game of a hypothetical hot war for control of Middle East by the dominant global & regional powers. Map covers an area from Russia near the Caspian Sea to Afghanistan to Saudia Arabia to the Mediterranean. Uses the neo-con conception of two sides: Russian-led Eurasian forces & a US-led coalition. Uses a variation of Putin's War system, with 62mi/hex, Players must make efficient use of their mobile, static, air & special forces to win based on geographic ojective cities. 3-14 days/turn, corp level. 176 counters. Joseph Miranda'18 / ARTICLES ON: Conflict in the Persian Gulf [Middle East]; A "Preventive" Attack on Northern Korea by the US; Che Guevara's Tricontinental Strategy; Suni-Indian Confrontation on Tibetan Pllateau; Somalia's Al-Shabaab; Russian Nuclear War Then & Now; All Eyes on Idlib Province, Syria; Seychelles Affair, Comic Opera Coup; Legacy of USS Thresher Submarine; AC-130e Gunships in Vietnam.								
<b>Chechen War, 1994-96 # 40</b>	<b>150989</b>	<b>Decision Gms Modern War M</b>	<b>\$37.50</b>	<b>New</b>	<b>n</b>			<b>4</b>
Last copy. ■ Mag & game. Includes variant/errata counters for Red Dragon Green Crescent #1 (17), Green Beret #18 (8), Kandahar #21 (4) & Dien Bien Phu #17 (3). Operational level game of the 1st Chechnya War, 1994-96. Russia attempts to quash the Chechen independence movement militarily. The Russian nation has little heart for the conflict, and Chechnya must bog down the war thru effective guerrilla action to force a political settlement. The Russian player must be concerned about their national will to fight, and the possibility of the largerCaucasus region seeking independence. 3mo/turn, Btlr/rgt level, 144 counters, 5km/hex. Javier Romero'19 / ARTICLES ON: Eternal War, Chechnya 1994-2009; Geopolitics of Cyberwarfare; MSB Hercules in the Persian Gulf, 1980-88; Anti-Ship Cruise Missiles, an Evolving Threat; Brazil's Prosub Plan; Russian Military Intelligence Threat to the West; Pack Animals in Modern Conflict; Tipping Point or Stasis in Afghanistan; Welcome to the Second Atomic Era; The Putative Legitimacy of Abu Bakr Al-Baghdadi; First Helicopter War: Algeria: Operation Linebacker 1972; a Unified & Nuclear Korean Peninsula.								
<b>Next War: Supplement #3 Kit</b>	<b>151125</b>	<b>GMT Games</b>	<b>\$18.00</b>	<b>New</b>	<b>Fo</b>			<b>4</b>
Kit adding expansion material for the Next War series of games. Includes an expansion map for the balance of Kaliningrad & a portion of Lithuania; expansion hex map showing the islands of Bornholm & Gotland; 2 countersheets with new & revised counters; Cyber Warfare player aid cards; and some optional rules. Kit largely upgrades NW Poland but adds to other games in the series as well. Mitchell Land'23								
<b>Soyuz '81 # 38</b>	<b>136151</b>	<b>Decision Gms Modern War M</b>	<b>\$24.00</b>	<b>New</b>	<b>n</b>			<b>4</b>
Last copy. ■ Mag & games. Simpler, 2-player game covering the possibilities of a hypothetical Soviet attack on Poland in 1981 as Poland began to distance itself from Soviet orbit. Soviet forces including those of eastern Germany & Czechoslovakia attack from all sides. Soviet success depends on getting Poland to toe the line without expending inordinate amount of military & political capital in doing so. Such capital is measured in activated Warsaw Pact units, destroyed units, captured & recaptured cities, and Soviet control of the rail network supplying Soviet forces in eastern Germany deterring a NATO response. 16m/hex, 3days/turn, div level, 176 counters. Ty Bomba'18 / ARTICLES ON: Soviet Plans to Invade Poland; Liberation of Kuwait, 1991; 1982 Hama Uprising in Syria; Russian Naval Renaissance; Peru's Shining Path Today; NATO's Deterrence of Russian Aggression; China in the Arctic; Isis & Hamas; Rescyung the Yazidis of Iraq; Khasham Turkey Shoot, Russian-Syrian Force Beaten by a Kurdish-US force in Syria; Red Air Force 1945-53,								

<b>Suwalki Gap, the Baltic 2023 #327</b>	<b>151589</b>	<b>Decision Games S&amp;T Games</b>	<b>\$37.50</b>	<b>New</b>	<b>n</b>			<b>4</b>
Mag & game. Game covers a hypothetical Russian attack on the Baltic States & Poland between 2023-25, and is focused on the Suwalki Gap, a 65km section of the Polish-Lithuanian border between Belarus & Kaliningrad which the Russians may use to attempt to encircle the Baltic States. Victory depends on the Russians surrounding all NATO-controlled units as well as geographic objectives. Considers the multi-dimensional modern battlefield. 28km/hex, 1day/turn, btlgr level, 280 counters. Nicholas Edwards'21 / ARTICLES ON: A Future Russian Attack on the Baltic States; Battle of White Plains 1776; Battles of Hannut & Gembloux, May 1940; Naval Dimension of Roman Imperial Power; Radios in the Invasion of France 1914; YB-49, US's Flying Wing; Battle of Wagon Box, 1867; First Israelite Campaign in Canaan, c1400BC; General Stilwell's Art of War; CSS COLonel Lovel & the Mississippi Defense Fleet.								
<b>Visegrad 4, the Coming War in Europe #16</b>	<b>150356</b>	<b>Decision Gms Modern War M</b>	<b>\$36.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
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; Signma '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.								

**POST WW2 CONFLICTS: India & Pakistan 1960s to present** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

<b>Cold Start, Next India-Pakistan War #36</b>	<b>151084</b>	<b>Decision Gms Modern War M</b>	<b>\$37.50</b>	<b>New</b>	<b>n</b>			<b>4</b>
Mag & game. Two player, strategic level game of the hypothetical crisis should India attempt a sudden and decisive attack on its neighbor, Pakistan. Fast playing & relatively simple. Div/corp level, and focused on the heart of Pakistan along its border with India. Includes the possibility of a nuclear exchange (begun only by Pakistan), as well as limited Chinese intervention on behalf of Pakistan. 176 counters, 35mi/hex, 3days/turn. Ty Bomba'18 / ARTICLES ON: The Next India-Pakistan War; Dawn of Precision Warfare in Vietnam; the Battle of Mosul; Warfighting for the 21st Century; Defending Argentina's Airspace Against Narcos; What Happened to the Bundeswehr; Justice in the South China Sea; Saudi-Yemen Border Wars & Missile Defense; Ireland's Plan to Invade Ulster, 1969; Carrier Capable U-2G Aircraft.								
<b>Fire Next Time / WarMaster III #51</b>	<b>53049</b>	<b>XTR: Command Magazine</b>	<b>\$15.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Last copy. ■ Mag + Game. Magazine with game. A timely look at the possibility of renewed hot war between two fueding 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.								
<b>Fire Next Time / WarMaster III #51</b>	<b>GmOnly 55093</b>	<b>XTR: Command Magazine</b>	<b>\$5.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
GameOnly. A timely look at the possibility of renewed hot war between two fueding neighbors , India & Pakistan, in the Asian subcontinent. Small div lvl game w/35mi hex, 2 day turns. T.Bomba'99 / Warmaster continues the series of chess variation (or continues to flog a dead horse). D.Elliott'99								
<b>Indo-Pakistani Wars #174</b>	<b>117312</b>	<b>Decision Games S&amp;T Games</b>	<b>\$29.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
Cherry. ■ 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								
<b>Indo-Pakistani Wars #174</b>	<b>99043</b>	<b>Decision Games S&amp;T Games</b>	<b>\$22.00</b>	<b>Mint</b>	<b>n</b>	<b>OoP</b>		<b>4</b>
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								

**POST WW2 CONFLICTS: Viet Nam 1950-1975** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

<b>Block by Block, Battle of Hue 1968 #48</b>	<b>151299</b>	<b>Decision Gms Modern War M</b>	<b>\$37.50</b>	<b>New</b>	<b>n</b>			<b>3</b>
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, 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.								
<b>Cold War Hot Armor: Vietnam #307</b>	<b>130457</b>	<b>Decision Games S&amp;T Games</b>	<b>\$25.50</b>	<b>New</b>	<b>n</b>	<b>OoP</b>		<b>2</b>

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
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.													
<b>Dien Bien Phu #17</b>		148159	Decision Gms Modern War M	\$32.00				New	n	OoP		4	1
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 Vistula, Poland 1947; Future Weapons, the Global Strike Effort; Focus on Chinese Group Armies; US Century Series Fighters (F-100 thru F-106); US Sniper Weapons Development.													
<b>Fire in the Lake 3rd</b>		151646	GMT Games	\$62.50	**			New	DC	**		8	
2022 reprint. Game of the insurgency & counterinsurgency campaigns in America's Vietnamese War using the COIN (Counter Insurgency) game system. 1-4 player game of this pivotal war, with emphasis on the elements behind the war for the hearts & minds of the southern Vietnamese, and the factionalism not often recognized in the US. Fourth game in the COIN games series. Includes 1 countersheet, 248 wooden blocks, mounted map, 130 cards. HIGHLY RECOMMENDED for those interested in this war. M.Herman, V.Ruhnke'22													
<b>Fire in the Lake: Fall of Saigon Kit</b>		150883	GMT Games	\$33.00				New	BC			6	1
Boxed kit for the base game. Covers the period between 1973 and the final collapse of southern Vietnam in 1975. Includes the Paris Peace Talks, US Antiwar Movement, NVA War Weariness, and new armor units. Adds 3 scenarios allowing solitaire to 4-players to extend the war thru the final 3 years (beginning as early as the Tet Offensive in 1968). Includes 104 cards, 21 wooden pieces, 1 countersheet. Mark Herman, Volka Ruhnke'22													
<b>Fire in the Lake: Sovereign of Discord</b>		151555	GMT Games	\$35.00	**			New	BC	**		6	1
Kit for the 1st or 2nd edition of the base game. Provides a prequel to the later events depicted by the base game between 1961-63 during the Diem years as the Viet Cong began resistance, and arms began arriving in the south. Inclusion of Fall of Saigon as well allows play of the entire 2nd Vietnamese War from its low intensity beginning in 1961 thru the conquest of the south in 1975. 2 1-4 player scenarios, solitaire system (applicable only to this kit), 2 scenarios for the kit + 2 for the base game; 134 cards, 6 wooden pieces, 2.5 countersheets. Rachel GBillingsley'23													
<b>Fire in the Lake: Tru'ng Bot Kit</b>		151188	GMT Games	\$16.00				New	zl			6	1
Kit for the base game that entirely replaces the rules, cards, player aids & charts for non-player forces. Includes a small rules set, a larger reference booklet and a deck of cards. '21													
<b>First Team #56</b>		151484	WWW Wargamer Magazine	\$18.00				New	n	OoP		4	1
Last new copy. ■ Mag & Game. Solitaire game of the newly formed US 1st AirCav's blocking of the Oct-Nov 1965 NVA offensive across the central highlands of southern Vietnam. But the cost was heavy. 2days/turn. M.Joslyn'86 / ARTICLES ON: First Team in Vietnam history & designers notes; errata for Glory Road #52, Rommel at Bay, Dunkirk 1940 #40; Condottieri #54; review of WEG's St. Lo; brief review of VG's Pacific War, Dragoon v Hussar.													
<b>First Team #56</b>		151499	WWW Wargamer Magazine	\$15.00				Mint	n	OoP		4	1
Mag & Game. Solitaire game of the newly formed US 1st AirCav's blocking of the Oct-Nov 1965 NVA offensive across the central highlands of southern Vietnam. But the cost was heavy. 2days/turn. M.Joslyn'86 / ARTICLES ON: First Team in Vietnam history & designers notes; errata for Glory Road #52, Rommel at Bay, Dunkirk 1940 #40; Condottieri #54; review of WEG's St. Lo; brief review of VG's Pacific War, Dragoon v Hussar.													
<b>Hearts &amp; Minds, Vietnam 1965-75 3rd</b>		151055	Compass Games	\$49.00	**			New	BC	**		6	
Third iteration of this strategic level game of the US war in Vietnam, 1965-75. Includes 8 scenarios beginning at different stages of the war, allowing the player to begin play in almost any year. Includes mechanics covering guerilla warfare, political turmoil, and the advantage of veteran troops. Area movement, abstract scale, 3 countersheets, 80 cards. Fast playing. John Poniske'19													
<b>In Country, the Vietnam War #281</b>		127549	Decision Games S&T Games	\$65.00				New	n	OoP		4	
Last copy. ■ Mag & game. Dbl-sized game covers several key periods of America's war with Vietnam between 1965-75, with scenarios for '65, '68, '70. Focuses on conventional war, but the unconventional side is included & crucial as well. 2 maps covers southern Vietnam as well as portions of northern Vietnam, Laos & Cambodia. 3 scenarios ('65, '68 & '70) plus campaign beginning in 1964. 3 levels of rules complexity; 560 counters, rgt/div level, 30km/hex, 6day/turn. Victory scored via separate political & military points J.Miranda'13 / ARTICLES ON: A Reinterpretation of US Military Operations in Vietnam; In Country Design Notes; Could the South Have Won at Gettysburg?; Battle of Iwo Jima; Actium, End of the Roman Republic; Kuduz 2001, evacuation from Afghanistan to Pakistan; 1918 Canadian Motor Machine Gun Brigade; German Sturmgewehr 44 Assault Rifle.													
<b>Khe Sanh '68, Marines Under Siege 2nd</b>		151409	Decision Games	\$11.50				New	Fo			3	1
Reprint. Solitaire folio game of the marine corp's defense of Khe Sanh just prior & during the Tet Offensive of 1968. Game accepts the belief of the US high command that an attack on the base was intended to capture the base rather than a feint. Goal is to use scarce resources wisely & maximize NVA casualties. 40 counters, 18 cards, small point-point map. '23													
<b>LZ Albany #24</b>		149344	Decision Gms Modern War M	\$37.50				New	n			3	
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.													
<b>Next War, Vietnam</b>		151358	GMT Games	\$60.00	**			New	DC	**		4	
5th game in the Next War series depicting an attempt by China to crush Vietnam and their challenge in the South China Sea. Includes air, land & naval combat, including that in mountainous jungles of Vietnam. Simpler & advanced rules sets. Can mate with earlier Next War Taiwan & Korea for a monster World War 3 scenario. 7.5mi/hex, 4 countersheets, btl/brig/div level. Mitchell Land'20													
<b>Operation Pegasus</b>		2733	Task Force Games	\$29.00				Mint	HC	OoP		2	
Clean & unplayed. ■ Expanded ed w/ optional rules that eliminate all attritional rules, speeding play. Khe Sahn is besieged by two northern Vietnamese divisions, one blocking the only road in. US 1st Air Cav attempts to relieve the siege. Company level, 100 counters. Perry Moore '81.													
<b>Sealords, Vietnam War in the Mekong#243</b>		80333	Decision Games S&T Games	\$59.00				New	n	OoP		4	
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.													
<b>Vietnam 1965-75 2nd</b>		150779	GMT Games	\$50.00	**			New	DC	**		4	
Update of this well-regarded, complex 3-map, 6 countersheets, Btl/Pltn game of Vietnam war, clarifying past ambiguities, updating the graphics, and enlarging the counters & hexes to 9/16". 1965-75. Multiple scenarios & 2 campaign games. Awarded Best Graphics & Best 20th Cent game in '84. 6wks/turn, 6mi/hex, btl/regt level. NickKarp'22													
<b>Vietnam Battles: Hue / Op Pegasus #196</b>		57329	Decision Games S&T Games	\$55.00				New	n	OoP		4	
Last copy. ■ Mag & Game. Grand tac, btl-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 Panzerwurm 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.													
<b>Vietnam Battles: Iron Triangle # 7</b>		105874	Decision Gms Modern War M	\$35.00				New	n	OoP		4	
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, Snoopy'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: Snoopy'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.													
<b>Winged Horse, War in Vietnam 1965-6 #239</b>		78727	Decision Games S&T Games	\$35.00				New	n	OoP		6	

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

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.

POST WW2 CONFLICTS: Korea 1950 to present			M.Dean@FineGames.com	h 866-690-7878 10am - 9pm			P
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**Chosin, X Corp Escapes the Trap #257** 89166 Decision Games S&T Games \$35.00 New n OoP 4  
 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 WWI; Air Raid at Taranto, 1940; Patriots & Loyalists in Lower Canada, 1837-38.

**Dragon & the Hermit Kingdom #45** 150799 Decision Gms Modern War M \$37.50 New n 4  
 Last copy. ■ Mag & game. Game of a hypothetical 2nd Korean War in the immediate future in which northern Korea & China press a surprise attack on the south to unify the country. Game represents a precursor to earlier game, Dragon That Engulfed the Sun. Map covers Manchuria & the Korean peninsula. Unit types include land, air, air defense & cyber. 36mi/hex, brig/div level 176 counters. Eric Harvey'19 / ARTICLES ON: Geopolitics of the Western Pacific & Korea; Fire Support Bases in Vietnam; Invasion of Panama 1989, Operation Just Cause [sic]; Yom Kippur War in the Golan, 1973; Tribal Wars; Turkey's Nuclear Aspirations; Malaysian Naval Transformation, Iran's Choke Point; Battle of Medina Ridge, 1990; Nex Arms Race, Hypersonic Weapons; Russian Tank Developments.

**Drive on Pyongyang # 5** 148812 Decision Gms Modern War M \$29.00 New n OoP 4  
 Last copy. ■ Mag & game. Game covers the highly problematic and hypothetical situation where a US-led coalition launches a conventional ground war to eliminate the regime in northern Korea (and more than a bit of fantasy envisioning the whole job lasting but a month, and that the northern Koreans have very little ability to actually use their WMDs). Its a race to finish the job before logistic problems domestic politics pull the plug. Simpler mechanics & a larger scale, yet still with 280 counters. Map covers all of Korea north of Seoul. Brig/div/corp level, 8mi/hex, 2day/turn. T.Bamba, J.Miranda'13 / ARTICLES ON: War in Korea, c2013; the 1982 Falklands/Malvinas War; Selous Scouts: Rhodesian special forces in the 1964-79 Bush War; XB-70, the Mach 3 Bomber that Failed; War Moves into Space: Anti-Satellite Programs; Military Micro-Bots; Gen. Walton Walker & the Defense of Pusan, Korea, 1950.

**Gauntlet, Battle of Chongchon 1950 #190** 32403 Decision Games S&T Games \$49.00 New n OoP 4  
 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.

**Inchon #9 PARTS** 128872 XTR: Command Magazine \$4.00 Mint n OoP 4  
 Countersheet, only. ■

**Korean War Battles #296** 115036 Decision Games S&T Games \$49.00 New n OoP 4  
 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. Btln/rgt/brig level, variable time & distance scales per game. 280 counters. E.Harvey'15 / ARTICLES ON: Armies of the Korean War; the Kiev Operation, 1920; Roman Army in the Era of Julius Caesar; Haitian Revolution, 1791-1803; Other Slave Revolts in the Caribbean, 1733-60; Heros & Poets in the Ancient World; Bicycles at War; Namibia, Apartheid Aborted.

**Paratrooper, Great Airborne Assaults#321** 145840 Decision Games S&T Games \$37.50 New n 3  
 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.

POST WW2 CONFLICTS: Cuban Revolution & the Cuban Missile Crisis 1957-1962			M.Dean@FineGames.com	h 866-690-7878 10am - 9pm			P
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**Cuba Libre, Castro's Insurgency 4th** 151186 GMT Games \$45.00 \*\* New DC \*\* 8 4  
 2022 reprint. Game using the COIN (Counter Insurgency) game system covering the model of the late-20th century guerilla revolution, Castro's overthrow of the corrupt Batista regime in Cuba. Beginning with just 12 dedicated men, Castro build's political base & allies with rival guerilla factions to throw the bastard out. Playable solitair or with up to 4 players. Uses a deck of 48 cards to influence play. 52 cards, 106 wood pieces. V.Ruhnke, J.Grossman'22

POST WW2 CONFLICTS: Falklands, 1982			M.Dean@FineGames.com	h 866-690-7878 10am - 9pm			P
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**Falklands Showdown, 1982 #269** 95411 Decision Games S&T Games \$85.00 New n OoP 4  
 Last copy. ■ Mag & Game. Game of the Argentine invasion of British-held Falkland Islands & the sharp British retort. Includes an operation map of the surrounding sea areas & a grand tactical map of the Falkland Islands. The British must mobilize its resources to launch a counter invasion to rest the islands back from Argentina. c.4aircraft/counter, squadron/btl level, 1 ship/counter, 1-3days/turn, area map. P.Sharp'11 / ARTICLES ON: strategic analysis of Falklands War, 1982; War of Chinese reunification 1916-28; Btl of M'utah 629ad; Soviet TU-4 Bull heavy bomber; decline of the phalanx during the Peloponnesian War; war hero US presidents; British invasion of Tibet 1904; battle of Hattin, 1187ad.

**Falklands War** 809 Close Simulations \$35.00 Mint BC OoP Err 4  
 Includes Update Kit with errata & revised paper counters that must be mounted. ■ One of several games published soon after the 1982 Falklands War between Argentina & Britain. This is one of the more detailed games. Air-land-sea game covering the land battle at a large scale, and includes a detailed air & naval system including a counter for every ship involved. 2day/turn, 238 counters. An "update kit" was published later, itself a photocopy that corrects aspects of the OoB & adds 15 British (unmounted) ships & new rules. Wayne Close'82

POST WW2 CONFLICTS: Other Post-WW2 Conflicts Around the World			M.Dean@FineGames.com	h 866-690-7878 10am - 9pm			P
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**Next War: Supplement #2 Kit** 151336 GMT Games \$14.00 New zl 4  
 Kit adding a number of new & advanced rules to the Next War game series including new weapons (including nukes) air system updates, refugees, Chinese OoB, and new counters. '20

POST WW2 CONFLICTS: Contemporary Land Tactical Combat			M.Dean@FineGames.com	h 866-690-7878 10am - 9pm			P
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**Cold War Battles, Budapest & Angola #235** 74577 Decision Games S&T Games \$28.00 New n OoP 4  
 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 btl 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.

**Combat Veteran #31** 137409 Decision Gms Modern War M \$37.50 New n OoP 1  
 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.

**Combined Arms, Combat Ops 1935-70 #46** 92835 SPI S&T Magazine Games \$18.00 Mint n OoP 2  
 Last copy. Unpunched. 2 mag center pgs have metal discoloration near spine. Others 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.

**Combined Arms, Combat Ops 1935-70 2nd** 108537 SPI Games \$12.50 Excell FT OoP 2  
 Complete. Packaged in a Flattray. Aging masking tape on inner tray. One penciled annotation in rules. 1 tray corner cracked. Others clean. ■ 2nd ed is a box reprint of game in S&T#46. Intriguing attempt to show combined arms techniques in operation combat in multi-scenarios spanning the period from the beginning of WWII to the then-contemporary period of the 1970s. J.Dunnigan'74.

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
<b>Combined Arms, Combat Ops 1935-70 2nd</b> 20% punched, clean & complete. ■ 2nd ed is a box reprint of game in S&T#46. Intriguing attempt to show combined arms techniques in operation combat in multi-scenarios spanning the period from the beginning of WWII to the then-contemporary period of the 1970s. J.Dunnigan'74.		108536	SPI Games	\$15.00			Excell	FT	OoP			2
<b>Commando, Combat Adventure Game</b> Cherry aside from rules staple rust & lite Spotting to generic box btm. Unpunched. Last copy. ■ Man-man combat in 2 game versions: historical & gamemastered RP. Emphasizes daring-do in 12 scenarios. E Goldberg '79		1861	SPI Games	\$22.50			Mint	BC	OoP	Err		1
<b>Superiority</b> Last row of counters miscut. Top 1" of box cover lightly spotted; 1" spot on inner album surface stained. Others clean & unpunched. ■ Short, simple to modest complexity gm of tac combat in Europe in early 80s. Combined arms coordination emphasized. '81		3562	Yaquinto	\$13.00			Mint	AL	OoP			2

**POST WW2 CONFLICTS: Insurgencies & Civil Wars Around the World** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

<b>Border War, Angola Raiders</b> Small game in the Mini game series. Solitaire game in which you guide South African battlegroups as they chase insurgent groups across its borders into Angola. Missions drawn from historic cross-border routes the South Africans conducted. Includes 18 illustrated cards that create reinforcements, movement, combat bonuses & events. Sml map, 40 counters, 18 cards, Pltn/Co level. J.Miranda'12		151582	Decision Games	\$11.50			New	Fo				4	1
<b>Chad, the Toyota Wars #144</b> 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.		151475	Decision Games S&T Games	\$25.00			New	n	OoP			4	
<b>Colonial Twilight, French-Algerian War</b> 7th game in GMT's COIN (counterinsurgency) game series. Covers the exceptionally bitter battle for Algeria, 1954-62, as France resists to the bitter end the collapse of its colonial empire. Area move, with 71 cards, 110 blocks, countersheet. Designed for both solitaire & 2-player play, and also to be a good intro to the COIN game system. Includes corrected replacement cards. Brian Train'17		151109	GMT Games	\$49.00 **			New	DC **				4	1
<b>Greek Civil War #11</b> Last copy. ■ Mag & Game. Game covers the Greek Civil War, 1947-9, as communist-leaning populace takes on the Greek government in war for hearts & minds reflected in a political index for each side (0-99). 280 counters, area move. B.Train'14 / ARTICLES ON: Civil War in Greece 1943-9; the French Expeditionary Corps in the First Indochina War; Honchos, Russian Pilots in the Korean War; the Lost Art of Tracking; Cold War Armor, the M24 Chaffee Light Tank; Israel's Navy; Hezbollah v the IDF in Close Combat; US Airpower in the Cold War.		110279	Decision Gms Modern War M	\$20.00			New	n	OoP			8	
<b>People Power</b> 11th game in the popular COIN Counterinsurgency game series. For 3 players, but has high solitaire suitability. Covers the insurgency in the Philippines, 1981-86, against the US-supported Marcos regime which ended with the Marcos fleeing to the US. Three factions - the Government, the Marxist NPA, and the Reformers led by the widowed Aquino - compete to control the country's future. Historically, it led to the sudden collapse of the Marcos regime. Simpler & faster playing game, making it a good intro to the game system. 1yr/turn, area move map, Mounted map, 2 card decks, 80 wood pieces, 12 pawns, 1 countersheet. Kenneth Tee'23		151654	GMT Games	\$49.00 **			New	DC **				8	3

**POST WW2 CONFLICTS: Contemporary Air Combat** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

<b>Air War 2nd</b> Cherry mint. ■ Highly detailed air-air combat; many aircraft from '45-80s. Updated to '80 & reprinted as a unified 2nd edition by TSR.		2755	TSR Games	\$35.00			Mint	BC	OoP	Err		1	
<b>Flight Leader</b> Last copy. Unpunched, unused. ■ Detailed yet playable game of air-air combat in the post-war era, 1950-90. Includes 24 scenarios from Korea, the Middle East, India-Pakistan, Vietnam, and the Falklands. Details over 200 jet fighters & fighter-bombers from over 100 nations represented. Rules included layered complexity, with intro, basic & more complex rules levels. 30sec/turn, 1km/hex, 1aircraft/counter, good for team play. G.Morgan'86		281	AH Avalon Hill Game Co.	\$25.00 **			Mint	BC **	OoP			1	

**OTHER 20th CENTURY CONFLICTS, 1900 -- Present** (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST

**OTHER 20th CENTURY: Chaco War** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

<b>Chaco War #12 PARTS</b> Countersheet, only. ■		128873	XTR: Command Magazine	\$5.00			Mint	n	OoP			4	
<b>Netherlands East Indies, 1941-2 #87</b> Mag & game. Operational level game of the Japanese efforts to secure the Dutch colonial possessions in the South Pacific from Dec 1941 to Mar 1942. Campaign was a combined naval, air & land campaign that included combat, logistical moves, intelligence & other ops. Players receive limited administrative points which can be used for a wide range of specific actions for single stacks of units moving or attacking together. All units have same combat values allowing air, sea & land to interact in a specified order. Victory determined by control of key locations, destroyed or not, as well as destruction of enemy forces. Single scenario. 176 counters, Regt level, 2wks/turn, 245mi/square, area move on map extending from Sumatra to the tips of New Guinea & Australia. Joseph Miranda'22 / ARTICLES ON: Netherlands East Indies Campaign 1941-2; Finland in World War II; Zhukov as a Wargamer; Second Front Options 1942-4, and German Preparations for Invasion in France; South Pacific Air War 1942-3; Operation Catherine, British Naval Intervention in the Baltic Sea 1939; French Armor in 1940; Liberty Ships.		151425	Decision Gms World at War	\$37.50			New	n				4	

**RAILROAD Games, All Eras** (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST

**RAILROAD: Empire Builder Series RR Games** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

<b>Empire Builder, 3rd: Laminated Board</b> Uncut, laminated board. Rolled & must ship separately in a tube (unless folded). ■ Uncut, laminated board. Rolled & must ship separately in a tube (unless folded).		95853	Mayfair Games	\$10.00			New	TB	OoP			6	
<b>EuroRails: Laminated Map</b> Uncut, rolled, laminated map. MUST SHIP SEPERATELY in a tube.		3928	Mayfair Games	\$9.00			New	TB	OoP			6	

**RAILROAD: Other RR Games** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

<b>Rails Thru Rockies: Rocky Mntn Rails Kit</b> Kit to simplify & enhance the base game, earlier Rails Thru the Rockies game (and Tracks to Telluride before that). Provides complete, substitute rules, events, contracts & \$. J.Bohrer'95		16124	Winsome Games	\$15.00			Mint	zl	OoP			A	
<b>Rails thru the Rockies</b> Money & event cards have been separated but game never played (as evidenced by an unmarked map). Some very lite spots in rules. ■ More detailed, 2-6 player game of railroad building in Colorado in the late 1800s. Players compete to build a RR across Colorado, juggling limited resources, difficult terrain, natural disasters, track guage options, & income-generating opportunities. Players should laminate map before use, or use a plexiglas overlay to preserve map. J.Luecke'81		43	Adventure Games	\$25.00			Mint	HC	OoP	Err		A	M
<b>Rails thru the Rockies PARTS</b> Photocopy of rules, only. ■		77518	Adventure Games	\$1.00			Excell	n	OoP			A	M

**MULTIPLE or INDEFINITE ERA Games** (541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST

**VARIOUS ERAS: MULTI-ERA Multi-Player Games Spanning Eras** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

<b>Civilization, the Boardgame</b> In a HUGE BOX; ships at 12# weight. Substantially complete: missing a small number of each of most generic unit types (eg Galley, Howitzer), and ~5 city cards. All coin counters lost & replaced by square, mounted color photocopy replacement counters; blank Tech cards removed & not included. Box has noticeable shelf wear, corner abrasions; 3 corners reinforced w/ clear packing tape. Very servicable copy. ■ 2-6 player board game that loosely ports the classic computer game (my only addition) to board game format. Includes the key dynamics of the computer game -- changing technologies, wonders of the world, allocation of resources, all played with 784 plastic pieces (in 22 distinct types) on a 36x46" color board. Std & advanced rules. Origins Award in '02 for best historical board game. '02		134825	Eagle Games	\$28.00 **			Good	GB **	OoP			8	
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**VARIOUS ERAS: MULTI-ERA Wargames w/ Multiple Eras Represented** M.Dean@FineGames.com h 866-690-7878 10am - 9pm P

<b>Operation Felix/Zama #153</b>		151501	Decision Games S&T Games	\$20.00			Excell	n	OoP			2	
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Email us anytime at M.Dean@FineGames.com, phone 541-756-4711 between 10am-9pm PST, FAX (702) 926-5205, or write 2078 Madrona St., North Bend OR 97459-2143 USA.

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #					
Specific (Condition, Subject, Designer, Year)	Only?	Part#	Publisher Name	Price	EA	Surcharge	Flag	Conditn	Type	Print?	Incl ?	Scale	Plyrs
Last copy. Complete. ■ Mag & 2Games. Includes 2 separate games: Operation Felix is the hypothetical German assault on Gibraltar, 1940, after the fall of France & with Spain's acquiescence. 250m/hex, company level, 2hrs/turn. C.Cummings'92. ZAMA covers Carthage's final battle with Rome during the 2nd Punic War using the simple, tactical lvi Ancient Btl's game system. 100-200m/hex, 100-500men/strength pt, 1-2hrs/turn. L.Baggett, W.Grace'92. 100 counters for each game. / ARTICLES ON: Zama, the final, decisive battle of the Second Punic War, 202BC; Hypothetical German Assault on Gibraltar; B-17 Production in WW2; Financing the War in Texas, 1835-66; Military Organization in 1914; US Enemy Alien Act in WW2; ERRATA for Four Battles of the Ancient World & Friedland #151, Vittoria #151, Italian Campaign Salerno #150, Cropredy Bridge #148; British Regimental System since 1660; HC Bywater & the Great Pacific War; Intelligence Operations During the Napoleonic Wars.													
<b>VARIOUS ERAS: Multiple Games Spanning Multiple Eras in One Package</b>													
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P													
<b>They Died with Their Boots On, v1 #236</b>	<b>151477</b>	<b>Decision Games S&amp;T Games</b>	<b>\$29.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>3</b>						
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.													
<b>They Died with Their Boots On, v2 #242</b>	<b>126704</b>	<b>Decision Games S&amp;T Games</b>	<b>\$27.50</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>3</b>						
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/rgt 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.													
<b>ALTERNATE HISTORY, any era</b>													
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<b>ALTERNATE HISTORY</b>													
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P													
<b>Mason-Dixon #35</b>	<b>GmOnly</b>	<b>151490</b>	<b>XTR: Command Magazine</b>	<b>\$13.00</b>	<b>New</b>	<b>n</b>	<b>OoP</b>	<b>6</b>					
Last copy. ■ GameOnly, and only 1 of 2 games from issue. w/errata counters for Blood & Iron (2), Fateful Lightning (20). MD assumes the South won the Am Civ War & both nations grow peacefully until both nations seek to expand via military means. Div lvi w/ air & naval units. 2 scenarios, 1940s & 1995. C.Perello'95													
<b>SCIENCE FICTION and FANTASY Games</b>													
(541) 756-4711 10am-9pm PST For Ordering (866) 690-7879 10am -9pmPST													
<b>SCI FI: Space Tactical Combat</b>													
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P													
<b>Dark Horizon, Escape</b>	<b>113806</b>	<b>Advance Primate Entertnmn</b>	<b>\$5.00</b>	<b>Mint</b>	<b>BC</b>	<b>OoP</b>	<b>1</b>						
Green label on box btm. Included felt-tipped marker has gone dry; use counters to mark status or replace with grease pencil or dry erase marker. ■ Moderate complexity mini-based game of individual combat in the future. Rebels seek to destroy the Armageddon Device & escape from the evil corporation in which it is located. '96													
<b>SCI FI: Space Abstract Conflict</b>													
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<b>Time War</b>	<b>3570</b>	<b>Yaquinto</b>	<b>\$25.00</b>	<b>Mint</b>	<b>FB</b>	<b>OoP</b>	<b>A</b>						
2nd printing with illustrated box cover. ■ 2-4 player tongue in cheek game of time travel to influence history, thereby aiding their side. S.Peek'80													
<b>SCI FI: Terrestrial Tactical &amp; Strategic Combat</b>													
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P													
<b>Ceres, Operation Stolen Base</b>	<b>151062</b>	<b>Decision Games</b>	<b>\$11.00</b>	<b>New</b>	<b>Fo</b>		<b>4</b>	<b>1</b>					
Small, solitaire folio game depicting a battle for the Solar System after the residents of Mars revolts. Player commands rebel force thru four increasingly difficult missions to win the campaign. Your goal is to seize the largest source of water, and defeating Federation ships & seizing the primary surface base. 40 counters, 18 cards. '16													
<b>Phobos Rising! Insurgency on Mars</b>	<b>151063</b>	<b>Decision Games</b>	<b>\$11.00</b>	<b>New</b>	<b>Fo</b>		<b>4</b>	<b>1</b>					
Small, solitaire folio game of a mass uprising or revolt on Mars & thruout the Solar System against the Earth Federation. Player begins the game with a handful of scattered team members & resources. Your goal is to recruit additional agents & skills, obtain specialized gear, and acquire shuttles to speed movment. 40 counters, 18 cards. '16													
<b>SCI FI / FANTASY: Zombies &amp; the Walking Dead</b>													
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P													
<b>Zombies of the World Field Guide</b>	<b>98369</b>	<b>Slang Design</b>	<b>\$7.00</b>	<b>New</b>	<b>Bk</b>	<b>OoP</b>	<b>A</b>						
Written as the definitive field guide to the undead. Describes 20 common zombie "species" with their habits & range, the US gov't's secret zombie research, theories of zombie evolution & more. '12													
<b>FAMILY-ORIENTED, Simpler Games</b>													
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<b>FAMILY-ORIENTED: Strategy Board Games</b>													
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P													
<b>Rubout</b>	<b>20</b>	<b>Australian Design Group</b>	<b>\$20.00</b>	<b>Mint</b>	<b>HC</b>	<b>OoP</b>	<b>A</b>						
Great little game of ganster competition w/ very colorful graphics. '86													
<b>FAMILY-ORIENTED: Classics (Risk, Chess, Checkers, etc)</b>													
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P													
<b>Backgammon Set in Attache Case</b>	<b>18964</b>	<b>Miscellaneous Publishers</b>	<b>\$15.00</b>	<b>**</b>	<b>Excell</b>	<b>LB</b>	<b>**</b>	<b>OoP</b>	<b>A</b>				
Slight rust to closures & various other signs of light use. Opens to an 18x23.5x1" board in browns & white. Includes rules. ■ Full backgammon set including rules in an attache sized case. Opens to an 18x23.5x1" board in browns & white. Includes rules.													
<b>FAMILY-ORIENTED: Abstract Board Games</b>													
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P													
<b>Dominant Species: Marine Species Kit 2nd</b>	<b>151526</b>	<b>GMT Games</b>	<b>\$59.00</b>	<b>**</b>	<b>New</b>	<b>DC</b>	<b>**</b>	<b>A</b>					
2023 reprint. Large kit adding ocean creatures to this game of survival of the fittest. Presents 4 aquatic classes of animals - dinosaur, fish, cephalopod & crustacean, and each must seek dominance in a changing environment on earth after an ice age 60 million years ago. Modest complexity. 54 cards, 7 sheets of tiles, 178 wooden cubes. Chad Jensen'23													
<b>Image 2nd</b>	<b>88107</b>	<b>AH 3M Reprints</b>	<b>\$5.00</b>	<b>Excell</b>	<b>BC</b>	<b>OoP</b>	<b>A</b>	<b>6</b>					
Simple family gm for 2-6 in which players think of people who match characteristics of various cards played by everyone that indicate time, place, activity, alive/dead, etc. Score more points the greater the number of qualifying cards.													
<b>FAMILY-ORIENTED: Politics &amp; Political Contests Games</b>													
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P													
<b>Junta, 2nd</b>	<b>123015</b>	<b>West End Games (D6 Legnd)</b>	<b>\$9.00</b>	<b>V.Good</b>	<b>BC</b>	<b>OoP</b>	<b>A</b>	<b>M</b>					
Missing 3 blanks, counterset otherws complete. Missing 4 cards, ID unknown. Otherws complete. ■ Straight reprint of this simple & wild multiplayer game of power politics. E.Goldberg'02													
<b>FAMILY-ORIENTED: Dice Games</b>													
M.Dean@FineGames.com h 866-690-7878 10am - 9pm P													
<b>Dirty Words</b>	<b>1432</b>	<b>Miscellaneous Publishers</b>	<b>\$4.00</b>	<b>Excell</b>	<b>SB</b>	<b>OoP</b>	<b>A</b>						
Adult party game where players score points by assembling sentences Scrabble-style using 23 6-sided cubes, scoring for each cube used. Words are of course provocative. '77													

**542** items are listed here. See anything you'd like? To order, email us at M.Dean@FineGames.com, FAX (702) 926-5205 us anytime, or call (541) 756-4711 between 10am & 9pm PST. You may write us at 2078 Madrona St., North Bend, OR 97459-2143. You may also call toll-free (866) 690-7879 between 10am & 9pm PST if you wish to place an order (only).

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