

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 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.

Misc Game Access (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Photocopies 14 **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.

Against the Odds Magazine (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Beyond Waterloo: Before Waterloo Kit 151283 **\$20.00** **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

AH Avalon Hill Game Co. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Alexander, 2nd 99 **\$28.00** **V.Good** FB OoP 2
 Complete. Rules highlighted in yellow. Box cover scuffed, 1 corner repaired. Includes B&W photocopy of Ramses II variant from General. ■ 2nd ed has backprinted counters & slightly revised rules. Modest complexity gm btl of Gaugamela, 331BC in which Alex defeated the massive Persian host. G.Gyag, D.Greenwood'74

ASL:Sand & Blood Parts 148674 **\$3.00** **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. ■

Bismarck ['78]: Graf Spee Variant COPY 150298 **\$2.00** **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.

Devil's Den, 2nd 249 **\$37.50** **Excell** BC OoP 2
 Separation damage to back of one marker. Complete & otherwise very clean. ■ Longstreet's attack against the Unions exposed left flank late on the 2nd day of Gettysburg. Mod complexity, 2 scenario & grand btl gm at grt lvl. Many detailed rules. Reprinted from OSG. D.Martin, L.Millman'85.

Empires in Arms, 2nd: 1792 SCENARIO COPY 92055 **\$1.00** **Excell** n OoP 6
 Photocopy of scenario & 15 original leader counters published in Gen 25/4 (counters in 25/2). Adds a scenario for the period 1792-1802. Also includes Waterloo 1815 scenario.

Empires in Arms, 2nd: ADV NAVAL RULESCPY 87206 **\$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 the General Magazine 26/6 providing more sophisticated naval rules.

For the People 41390 **\$45.00** ** **Mint** BC ** OoP 6
 Minor ding to one box corner creating sml ripples. Cosmetic only; components entirely mint, and mint overall. ■ Strategic level game of the entire American Civil War for 2 players, played with both nicely illustrated event cards and 416 counters on a nicely done pt-pt map of the US. Far more a hardened wargame than its predecessors w/ 24 pgs of rules including 4 yearly scenarios and the campaign. 2 mounted maps, 96 cards, 416 counters. M.Herman'98

Frederick the Great, 2nd: Silesian Wars 150282 **\$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.

Legend of Robin Hood, 2nd 492 **\$18.00** **Excell** SC OoP 1
 Complete, 50% punched (all units, some markers). Clean. ■ Fun, reasonably simple game of the Sheriff v R.Hood. Reprinted from OSG. J.Bisic'81

SL: Squad Leader Board # 4 UNMntd 149754 **\$1.00** **Mint** n OoP 2
 MUST SHIPPED ROLLED or be folded in middle. ■ # 4 Unmounted map board.

U-Boat ['61 Cardboard] 618 **\$34.00** **Excell** FB OoP 1
 Complete. Includes 6 laminated attack record pad pages. Counters numbered 1-6 on blank backside. 4 box corners reinforced with tape. ■ w/cardboard ships. Simple game of cat & mouse between UBs seeking entry into convoy zone & destroyers trying to stop them in any manner they can. '61

Verdict II 627 **\$39.00** **V.Good** FB OoP A
 Isolated spots or stains on case books, rules of evidence & instructions. Otherws very clean & EX. ■ Family game of logical, legal rules of evidence & courtroom drama. Decent game.'61.

AH 3M Reprints (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Image 2nd 88107 **\$3.00** **Excell** BC OoP A 6
 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.

AH Avalon Hill GENERAL Mag (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

General Magazine 2/3 74064 **\$0.50** **V.Good** n OoP Z
 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.

General Magazine 2/4 74065 **\$0.50** **V.Good** n OoP Z
 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.

General Magazine 14/6 65759 **\$2.00** **V.Good** n OoP Z
 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

General Magazine 14/6 106907 **\$2.00** **Excell** n OoP Z
 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

General Magazine 18/4 75350 **\$2.00** **< New** n OoP Z
 1x3 Inventory label on cover, otherws New. Last copy. ■ 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

General Magazine 18/4 84741 **\$2.00** **Excell** n OoP Z
 Excell condition. ■ 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 Afrika Korps. '81

General Magazine 19/2 57029 **\$2.00** **Mint** n OoP Z

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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 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													
General Magazine 20/1		99268		\$2.00				Excell	n		OoP		Z
Includes insert. Last copy. ■ Insert. Articles include: SL: GI Anvil Victory preview & analysis, scenario analysis, design debate. errata; Victory in the Pacific replay. '83													
General Magazine 23/3		67070		\$2.00				Excell	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 Hitler's War; weapons of mass destruction in Blitzkrieg; ASL Beyond Valor scenario 8 replay; revisions to Battle of the Bulge '81. '86													
General Magazine 23/5		34390		\$2.00				< New	n		OoP		Z
1x3 Inventory label on cover, otherw new. Last copy. ■ 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													
General Magazine 24/3		67018		\$2.00				Excell	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													
General Magazine 24/3		41139		\$2.00				Excell	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													
General Magazine 26/6		151814		\$10.00				Mint	n		OoP		Z
Includes Desert Storm kit & die-cut counters. ■ Desert Storm rules, map but no counters (included only in subscription copies). ARTICLES ON: Napoleon's Battles intro & primer. Dutch Bijlandt Brigade in the Waterloo Campaign in Napoleon's Battles w/ Quatra Bras & Ligny scenarios; Waterloo scenario for Empires in Arms; options in Statis Pro Football; 1830 strategy; Desert Steel variant for Gulf Strike; War of 1812 scenarios for Wooden Ships & Iron Men; Confederate strategy in Devil's Den; Confederate strategy in Civil War; advanced naval combat rules in Empire in Arms; alternative straight crossing rules for Empire in Arms; Marengo scenario I War & Peace. '90													
General Magazine 27/4		79258		\$2.00				Excell	n		OoP		Z
w/ Insert. Last copy. ■ ARTICLES ON: Republic of Rome analysis, PBEM rules, PBEM replay; Rep of Rome design notes; learning guide for Adv Civillization; 1991 Coup variant for Kremlin; Empire in Arms strategy, pt 2; Diplomacy master replay pt 1. '91													
General Magazine 27/5		79259		\$2.00				Excell	n		OoP		Z
No insert, otherws EX. Last copy. ■ 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													
General Magazine 28/2		71629		\$2.00				< New	n		OoP		Z
1x3 Inventory label on cover, otherws new. Last copy. ■ 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													
General Magazine 28/4		151819		\$2.00				Mint	n		OoP		Z
ARTICLES ON: Btl of Berlin B-17 variant showing a British Lancaster bomber; D-Day'92 Intro; Arracourt Panzer Leader scenarios; advanced scoring in Advanced Civilization; 1957 version of Statis Pro Football; 4 Up Front scenarios; Legends of Robin Hood variant; Acquire trivia test; Scenario Briefing for ASL scenario DASL A2; PBM system for Panzer Leader. '93													
General Magazine 29/1		75372		\$2.00				< New	n		OoP		Z
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													
General Magazine 29/2		71675		\$2.00				< New	n		OoP		Z
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 tourny rules. '94													
General Magazine 29/3		71707		\$2.00				< New	n		OoP		Z
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													
General Magazine 29/5		71735		\$2.00				< New	n		OoP		Z
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													
General Magazine 29/6		71767		\$1.50				< New	n		OoP		Z
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; Wraslin' 4 character insert; Flight Commander 2 preview; Attack sub variants & scenarios; 5th Fleet Bay of bengal series replay; Kremlin many player rules. '95													
General Magazine 30/1		71783		\$2.00				< New	n		OoP		Z
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													
General Magazine 30/2		71804		\$2.00				< New	n		OoP		Z
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 replay; Knights of the Air scenarios & variants; tactics in Stalingrad PC, pt2; Maharaja errata. '95													
General Magazine 30/4		71843		\$2.00				< New	n		OoP		Z
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													
General Magazine 30/5		71850		\$2.00				< New	n		OoP		Z
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 Levay; weapon breakdowns in ASL. '96													
General Magazine 30/6		79278		\$2.00				Excell	n		OoP		Z
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													
General Magazine 31/2		71864		\$2.00				< New	n		OoP		Z
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													
General Magazine 31/5		43835		\$2.00				< New	n		OoP		Z
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 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 Wiless 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													

AH Battleline Reprints (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Machiavelli, 1st PARTS 77224 \$2.00 Excell n OoP 8 M
 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. ■

Attack Intl Wargame Assoc (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

Lam Son 87538 \$69.00 V.Good LZ OoP Err 6
 Complete. Blank backside of counters colorized to ID side. ■ 2 map, strategic level game of the Vietnam War, 1965-75. 15days/turn, rgt/div level, 6 scenarios cover '65, '68, '70, '72, '75. E.Tilton'78

Australian Design Group (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime

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World In Flames 5th PARTS CRT & Tables chart page, one only, 5th edition. ■		6565		\$1.00				Excell	n	OoP			6
Avalanche Press, Ltd. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Granada, Fall of Moslem Spain 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		63696		\$23.00				New	BC	OoP			6
Cavalier Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Desert Fox Complete. Errata annotated onto OoB, some counters. Glue adhering outer faces to counters has ages; be prepared to readhere counters with a glue stick. ■ Operational level game of the war in northern Africa, Sept 1940-Jan 1943. Includes 3 shorter scenarios plus entire campaign. Chuck Lane, Vance Von Borries'73		803		\$139.00				Excell	LZ	OoP	Err		4
Clash of Arms ART of WAR (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Art of War Magazine #20 #20 EX. Clash of Arms in-house newsletter w/new scenarios, variants & errata. Has scenario for Achtung Spitfire; rules for 30char messages between ships in Command at Sea, errata for Btl in Age of Reason series. '95		95958		\$2.00				Mint	n				Z
Art of War Magazine #22 Clash of Arms in-house newsletter w/new scenarios, variants & errata.		95959		\$2.00				New	n				Z
Art of War Magazine #25 Clash of Arms in-house newsletter w/new scenarios, variants & errata. ARTICLES ON:		95961		\$2.00				New	n				Z
Compass Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Interceptor Ace, Air Defense ovr Germany 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		151073		\$65.00				New	BC	OoP			1 1
Conflict Game Co. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Bar-Lev, the Yom-Kippur War of 1973 1st All (15) blanks removed; others complete. Separation damage to blank backsides of several units. PBM coordinates written onto map margins. Errata annotation to OoB & 3 counters. ■ Simpler, very exciting & often tens game of the Yom Kippur '73 War on both Suez & Golan fronts. Also includes that wonderfully ugly desert-orange map. Includes an air combat & anti-air system as a distinct but rich option. J.Hill'74		866		\$25.00				Excell	HC	OoP	Err		4
Dan Verssen Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Down in Flames, Guns Blazing ExtraCards Deck of 63 aircraft cards, only. New & Shrinkwrapped. ■ Deck of 63 aircraft cards.		142902		\$2.00				< New	n	OoP			1
Decision Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Totaler Krieg! [Krieg 2nd] Minor staple rust to 2 rules booklets. Some scuffs around box edge perimeter & under inventory label on cover. Components cherry mint. ■ Updated & enlarged 2-3 player, strat lvl, modestly simple gm of WW2 in Europe & N.Africa. Intended to be a players' game using special event cards to liven the action. 2 maps, 420 counters, corp/army lvl. MOST HIGHLY RECOMMENDED for its interactive play; the best game DG has ever produced. S.Kosakowski'99		41672		\$75.00	**			< New	LB	**	OoP		6
Wacht am Rhein, Battle of the Bulge 2nd NOTE 2004 2nd edition. New & shrinkwrapped, not used. ■ Graphically updated & colored 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		79026		\$125.00	**			New	LB	**	OoP		3
World War I 2nd 1994 2nd edition in HC box. Rules highlighted in yellow. Others Excellent condition & complete. ■ 2004 revision of this highly strategic, army-level game of World War I. A classic design emphasizing national resource levels and moral with basically an attritional combat system. This version adds the Middle Eastern Front and updates the map & counter graphs (but not necessarily for the better). 100 Counters, 6mo/turn. James Dunnigan Joseph Miranda'94		10863		\$24.00				V.Good	HC	OoP	Err		6
Decision Games S&T Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime													
Asia Crossroads, Great Game #216 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.		68197		\$12.50				New	n	OoP			6
Cold War Battles, Budapest & Angola #235 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.		74577		\$17.50				New	n	OoP			4
Frederick's War, Austrian Succession #262 Mag & Game. Game is a 2-4 player contest, each striving for dominance in all of central Europe between 1741-8. Uses the 1066 & Hannibal's War system. Played on an odd map where geography is bent to a system of squares. 1yr/turn, 2500-10,000men/unit, 50mi/square. 2 scenarios & campaign. J.Miranda'10 / ARTICLES ON: Frederick the Great's war of Austrian Succession, 1940-8; the rescue of Mussolini (plus Skorzeny & other Wermacht special ops; Italian TF Nibbio in Afghanistan, 2002 on; Russians at Lake Narotch 1916; the Algerian insurgency & end of French Empire; battle of Kosovo, 1389.		93669		\$15.00				New	n	OoP			6
Marlborough, War Spanish Succession #238 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; th Royal Navy's Efforts in the Pacific War; the Turkish Gettysburg, battle of the Sakarya River; the Chimurenga War, Rhodesian Insurgency 1966-80; Civil War Submarine Operations.		78141		\$20.00				New	n	OoP			6
Marlborough's Btls, Ramillies etc #256 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.		88441		\$19.00				New	n	OoP			3
Operation Anaconda, Afghanistn 2002 #276 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. Plato 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.		136132		\$15.00				New	n	OoP			3
Ottomans, Rise of the Turkish Empire#222 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.		68209		\$15.00				New	n	OoP			6
Sealords, Vietnam War in the Mekong#243 Last copy. ■ 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.		80332		\$40.00				New	n	OoP			4

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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
Spanish Civil War Battles, v2 #219		73232		\$14.00			New	n	OoP			3
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 btlm/rbtg/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.												
Decision Gms Modern War Mag (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Decision Iraq # 6		105891		\$15.00			New	n	OoP			4
Last copy. ■ 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 Warth USAF Ground Attack Aircraft; Focus on Uganda; BOMARC, Longest Ranged SAM Ever Built; EXACTO Sniper Rifles; Micro-Satellites & the Militarization of Space.												
Dien Bien Phu #17		148159		\$20.00			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/btlm 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.												
LZ Albany #24		149344		\$30.00			New	n	OoP			3
Mag & game. Covers the ambush of US air cav units (2nd btlm, 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-seri Fighter-Bombers.												
Vietnam Battles: Iron Triangle # 7		105874		\$25.00			New	n	OoP			4
Mag & game. Game of two campaigns by US forces in Vietnam. The first covers 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 Traing Center in the 1980s, Forge of Victory; LRASMs, Long Range Anti-Ship Missiles; the Venezuelan Army Today; Barry Goldwater of the USAF.												
Decision Gms World at War Mag (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Manstein's War, Decision in West #84		149357		\$32.00			New	n	OoP			4
Mag & game. Game of the German attack into France & Belgium in May-Jun 1940. Uses a version of the They Died w/ Boots On game system which uses chits to activate army-level commands & in some cases altering rules to the player's advantage. Corp/army level, 176 counters, 12hr/turn, 25mi/hex, army/corp level. Joseph Miranda'22 / ARTICLES ON: Strategy & Operations in the West, 1940; Odessa 1941; B-17s Over Java early in WWII; Nazi Deception Propaganda; Macau in WWII; Soviet Air Raids on Berlin, 1941; German Sonars & Hydrophones; Project Pigeon,												
Night Fight Solitaire #44		120312		\$42.50			New	n	OoP			2 1
Last copy. ■ Mag & game. Solitaire game in which the player commands a German kampfgroupe infiltrating & attacking Soviet forces in a nighttime battle during the battle of Kursk, July 1943. Based on actual actions involving the 6th Panzer, plus other actions. Vehicle/Sqd level, 30m/hex, 2-15min/turn. Multiple scenarios including the 6th Panzer at Kursk & SS attacks on Kharkov. 228 counters. R.Mason, E.Harvey'15 / ARTICLES ON: Nigh Combat on the East Frong in World War II; On Patrol in Luzon, 1945; Tale of Two Corps: US II Corps & II SS Panzer Corps, 1944; Battle of Buq Buq, 1940; Mahan's influence on US Pacific Strategy 1941-5; Joseph Goebbels; Hitler's other East Frong Headquarters; Balloon Bomb Warfare; Coastwatcher Ruby Boye.												
Sedan 1940, Decisive Btl for France #24		114919		\$25.00			New	n	OoP			4
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 : Kursk; unlucky USS Wm Porter; review of TSWW Balkan Fury.												
Excalibre Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Ancient Conquest		953		\$25.00			V.Good	zl	OoP			6
Complete. Most units have a # written on blank backside, likely a turn of appearance; otherws EX. Packaged in a ziplock. ■ Political & military conflict, 1000-550BC. Counters marked on back. Some soiling. 1976.												
Ancient Conquest 2		3992		\$35.00			Mint	zl	OoP			6
3" seam tear on map, repaired. 9 units loose from tree, otherws unpunched. ■ 2-4 player game of political & military conflict, 550-320BC, in Persia, the Middle East Egypt & Greece. Covers the dominance of first the Persis then the Greek empires.1978												
Caen		955		\$14.00			Mint	zl	OoP			4
Addr label of latest Excal owner on rules cover. ■ British face stout German resistance from several Panzer & SS divisions shortly after D-Day in the area around Caen, France. Simple game & system. 100 counters. '77												
Crimea 1941		957		\$15.00			Excell	zl	OoP			4
Complete. ■ Simple, div lvl gm of Von Manstein's campaign in the Crimea, '41-2. '77												
Sidi Rezegh		961		\$12.00			Mint	zl	OoP			4
Address label of latest Excal owner on rules covr. ■ Game of Rommel's attempts at quick grap for Tobruk on the eve of the Allied Operation Crusader offensive, Nov'41. Simple rgt/brig lvl game. 110 counters. R.Hlaunickn D.O'Leary'77												
Fifth Column Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Buena Vista		994		\$25.00			Mint	zl	OoP			2
Overly complex, grand tactical, rgt level game of the battle fought near Saltillo in n.Mexico, 22-23 Feb 1847 during the Mexican-American War. 100 counters. R.Miller'92												
Fresno Gaming Association (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Defiant Holland		980		\$29.00			Mint	n	OoP			2
Includes 2 Empire of the Sun errata counters, 2 Brother Against Brother counters. Simpler game of the invasion of The Netherlands, May '40, using FGA's Op Crusader system at btlm/rgt level. New design. The Dutch WILL lose, but can the Germans defeat them in a timely manner? Good sized, colorful game. 12hrs/turn, 3mi/hex, btlm level, 240 counters. '92												
Friendly Fire (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
ASL: Friendly Fire Scenario Bundle		148671		\$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. ■												
Game Designers Workshop (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Crimea, Dawn of Modern Warfare		1088		\$70.00			Mint	FT	OoP	Err		3
Packaged in an SPI flatray. Rules hilited in yellow. Otherws cherry mint. ■ Grand tac/op lvl gm of Allied campaign against Sevastopol in Crimean War, 1854-5. Played on several sml scale maps depicting btl fields that link F.Chadwick'75												
Manassas, 2nd		1117		\$35.00			Mint	zl	OoP			2
Cherry mint. ■ Revision of gm by Historical Simulations, Ltd. Brig lvl game of the First Btl of Manassas. T.Eller'76												
Pharsalus, Clash of Legions, Aug, 48BC		22699		\$42.00			Excell	zl	OoP			3
Complete & clean. ■ Climactic battle of the Roman Civil War between Caesar and Pompey, Aug 48BC. Rare & a good little game. Cohort level w/ ranged weapons, facing, morale, etc. A careful design & now quite rare. L.Wiseman'77												
Phase Line Smash		6546		\$23.00			Mint	HC	OoP	Err		2 1
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 Kuwaiti 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 consta movement creates fatigue & fatigued troops make mistakes. 528 counters, 1 map. Frank Chadwick'92												
Russo-Japanese War		1152		\$49.00			Mint	FT	OoP			4

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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
Complete. Packaged in an SPI flattray. All 3 rules booklets hilted in yellow. 14 breakdown units annotated w/ unit ID, others with type. One river name neatly annotated on map. Rules unit manifest crudely written on in pencil. Otherws EX. ■											
Their Finest Hour, 1st	1167			\$69.00			Mint	LZ	OoP	Err	4
Includes supplemental errata countersheet & extensive errata. 4 counters fallen from trees. ■ Includes supplementary errata countersheet. 3 distinct games included: both an Europa-level & a squad-level air combat game of the Battle of Britain, & a game of the hypothetical Sealion naval & ground invasion of Britain. Ambitious attempt to cover both the Battle of Britain and Sealion. Includes the entire British & German navies. 2 maps, 1056 counters. Europe std is 16mi/hex, 2wks/turn; Detailed aire game is 12-23 turns (4days/turn). Sealion is 5.3mi/hex, 4days/turn. M.Miller, P.Banner, F.Chadwick'76											
Game Preserve (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Rommel in the Desert, 1st	6093			\$55.00			Excell	BC	OoP	Err	4
Includes #856 2nd Ed Upd Kit. 1st edition components complete & clean. Rules hilted in yellow (on yellow paper!). 2nd ed kit includes rewritten rules, a beautifully updated map, & more colorful unit sticks (mint). Sml tear t outer sleeve repaired. ■ 1st of the now classic WW2 block game series. Low unit density, limited intelligence, & uncertain supply combine to make a for a very fluid, exciting game. RECOMMENDED. Simple, covers entire war in eastern north Africa, Spt'40- Nov'42, at rgt lvl. 7 Scenarios. C.Besinque'82											
Game Theory & Design (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Napoleon's Italian Campaign	3959			\$25.00			Mint	BC	OoP		6
Complete, entirely strip punched. Box edges scuffed. Otherws mint. ■ Simpler, area move game of Nap's campaigns in Italy, 1796-1800. Mates w/ 2 other gms in series for entire Nap Wars. J.Angliollo'83											
Napoleon's Peninsula Campaign	3937			\$25.00			Mint	BC	OoP		6
Complete, entirely strip punched. Isolated spots on 1 map panel. Otherws mint. ■ Area move treatment of war in Spain from 1808-1814. Mates w/ other games in series. J.Angliollo'83											
Gamers (% MMP) (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Gamers Repl Counters 1992	64746			\$1.00			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											
Games Research (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Diplomacy ['71]	1243			\$69.00	**		Excell	GB **	OoP		6
Complete. Slight imperfects to box cover largely due to storing a box of this size. Slight spotting of upper margins of map. Single stray ink mark in rules. Otherws EX. Multiple photocopies of rules includes. ■ 1971 version of this classic gm of diplomacy for 7 players around the WW1-era situation in Europe. This is the most common edition once the game become ubiquitous.'71											
Gamescience (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Britain, Battle of... ['68]	1201			\$49.00	**	V.Good	LB **	OoP	Err		2
2nd printing. Complete. Includes #1204 Revised Rules 2nd Ed, cover litely spotted otherws mint. All corners & 1 side panel split & repaired with aging scotch tape. 5" tear on blank rear cover of rules repaired with aged scotch tape. Radar line on board extended into Euro land hexes with #d stickers. Cardstock charts had sheet protectors taped to them with now aged scotch tape. Handmade radar site counters included. Inked annotation written onto inside bottom of box. ID#s annotated onto beginner game counters. General EX otherws. ■ 2nd printing with full sized box, yellow charts. Simple, reasonable gm of German bombing offensive over Britain. Basic & adv gms. L.Zocchi '68											
Gate Keeper Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Halfsie Dwarf Dice Set (7), Beard Brown	140754			\$2.50			New	SC	OoP		Z
Set of 7 dice for RPG game in Beard Brown & Mountain Stone coloration, packaged in a rook tower case.											
GMT Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Banish All Their Fears	151644			\$34.00	**		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, as well as problems with command & control. 190-220yd/hex, 20min/turn, Btl level, Dbl-sided map, 5 countersheets. Suitable for solitaire play. David Fox'23											
Barbarossa, Army Group Center 1941	41399			\$55.00		< New	BC	OoP			4
1 sml, minor crease on box cover near a corner. ■ Large, complex 4-map, 1120 counter game of Army Group Center's push into the the central Ukraine (from Brest Litovsk in the south, Smolensk to the NE). Third in GMT' East Front Series (after Typhoon & AGS) using a good if detailed system by a yeoman designer. Div level, with lots of specialized units including NKVD, air, siege artillery, coastal def artillery. Excel graphics thruout. 8 scenarios including a simpler, intro one. RECOMMENDED for E.Front fiends. V.von Borries'98											
Conquest of Gaul: Caratacus Kit PARTS	115368			\$1.00			New	n	OoP		2
Small countersheet, only. Six (6) avail. ■											
Empire of the Sun 1st	73612			\$55.00			Mint	BC	OoP		6
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											
Hex Map Sheet, Blank, 16 or 19mm, L or S	62635			\$2.50			New	n			Z
Medieval	73601			\$28.00			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, charact 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											
GMT C3i Magazine (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
C3i # 8	151492			\$12.50			New	n	OoP		Z
Last copy. ■ 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											
C3i Magazine #21	88599			\$29.00			New	n	OoP		Z
Last copy. ■ A meaty issue w/ variant counters for Pax Romana (14), Clash of Monarchs (6); SPQR (14); Caesar, Conquest of Gaul SPARTACUS scenario & counters (40); Barbarians (24); For the People II (6). Combat Commander map insert, 26 counters; Commands & Colors addtl scenario inserts (2); Twilight Struggle card inserts (2); pack of Empire of the Sun cards; Combat Commander Europe variant rules, new scenarios, etc. ARTICLES ON: Empire of the Sun strategy; SPQR Grumentum scenario; Manoeuvre strategy & design notes; Flying Colors Trafalgar scenarios; Pax Romana scenario; Successors strategy; Down in Flames Zero & Corsairs campaign; For the People variant rules; SPQR & War Galley 2nd Punic War campaign game rules. '09											
C3i Magazine #25	151491			\$49.00			New	n	OoP		A
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 Ardennes'44; 19 Asia Engulfed; 1 Washington's War; 12 Clash Monarchs); Labyrinth optional rules insert & decision flow inserts; Flying Colors fleet scenarios insert; SPQR scenarios insert; Combat Command scenario insert; Commands & Colors Epic Ancients II inserts. ARTICLES ON: Labyrinth developer's notes & use in the classroom; Gamer profile of Jeremy Antley; SPQR scenarios 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											
Harper & Row Publishers (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Pentagon Games	1276			\$24.00			Mint	n	OoP		4
Large softbound book about the history & nature of wargaming by the late, great John Prados. Includes 3 games including Last Days of Saigon (operational level game of the final assault on the southern portion of Vietnam the only real wargame), Pentagon: Monopoly in the Military, a satirical look at arcane military purchasing processes, and R&D Game: Congressional Chutes & Ladders. Counters for Last Days provided on cardstock, and must be cut apart for play. John Prados'87											
Heat of Battle (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
ASL:Captured Russian AFVs PARTS	133876			\$2.00			New	n	OoP		2
Reverse printed. Unpunched countersheet of 176 5/8" counters depicting captured Soviet AFVs in German service, taken from Recon by Fire #4. ■ Reverse printed unpunched countersheet of 176 5/8" counters depicting captured Soviet AFVs in German service, taken from Recon by Fire #4. Original printing were reverse printed; new.											
ASL:Firefights Kit #2	133874			\$20.00			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											
ASL:King of the Hill/Berlin Red Veng ERR	87019			\$0.25			New	n	OoP		2
1 page of errata to HOB King of the Hill and Berlin Red Vengeance.											

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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
Histo Games (Rusiecki)	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com					FAX (702) 926-5205 anytime			
Hannibal 2nd	1288			\$45.00			Excell	LZ	OoP	Err	6
SHIPS BOXED DUE TO SIZE. Complete. Map very litely annotated w/ VP values & island names. Backside of one blank mounted map panel shows lite spotting. ■ No box. 2nd edition. Early game of the 2nd Punic war, 218-202BC. Uses a fluid move/combat sequence. Large board is mounted. 88 counters. Laurence Rusiecki'72											
Historical Perspectives	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com					FAX (702) 926-5205 anytime			
Siege of Jerusalem, 70 A.D., 1st	1290			\$120.00			Mint	FT	OoP		2
Packed in an SPI flattray. Huge map panels have been carefully trimmed at margins, and pieces taped together, to neatly reassemble and also fit into a FT for storage. Others cherry mint. ■ Packaged in an SPI flattray. labor of love. Respectable graphics on counters & map; rules are typewritten photocopies common at the time. Covers the year-long siege of Jewish zealot rebels in Jerusalem, 70AD, as the Romans force their way into af of many sections of the city against fierce resistance. Game progresses thru a limited series of assault periods. Provides excellent detail about the units, each side's capabilities, the various Jewish factions, parts of the divided city, and Roman siege works. F.Schacter'76											
Jagdpnther	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com					FAX (702) 926-5205 anytime			
Fall of Bataan	3977			\$18.00			Excell	zl	OoP	Err	4
Complete. Thin-stock counters have been cut apart. ■ Simplistic game of the final battles of the Philippines on the Bataan peninsula. Japanese must eliminate all American units in 10 turns in rougter terrain to win. A.Eldridge, S.Cole'75											
Jagdpnther Magazine	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com					FAX (702) 926-5205 anytime			
Jacksonville, Beaches of Doom #15	1325			\$29.00			Mint	n	OoP		4
Mag & Game. Last issue of Jagdpnther/Battlefield mag. Game covers a Soviet invasion of the US near Jacksonville, FL, about 1997, depicting what a battle might look like. Includes air, naval & land units. Btln/rgt/div level 2km/hex, 216 counters. Jagdpnther's final & perhaps best game. S.Cole'76 / ARTICLES ON: a Soviet invasion of the US; Play balance options for AH Russian Campaign; variants for SPI War in Europe; Rule changes for SPI Arnhem; Changing the rules for the French in AH War at Sea; strategy in SPI Panzer Gruppe Guderian; strategy in SPI Rocroi; review of HISPER Siege of Jerusalem 1st; fixes for SPI Korea 2nd; SPI Firefight; ERRAT for JAGD Poland 1939 & Warsaw Pact; Design & Analysis; Updates to SPI Nato; review of SPI Russian Civil War; new rules for 3MILL First Indochina War; SPI Fast Carrier variants; mid-1950s forces for SPI Mech War '77; variant for SPI Operation Olympic.											
Siege of Leningrad #13	1331			\$24.00			V.Good	n	OoP		4
Complete. Rules neatly hillted in yellow. Most German divisions have historical unit IDs annotated. 2 obvious errors on map CRT corrected in pencil. Others EX. ■ Mag & Game. Simpler, operational level game of battles for & surrounding Leningrad during WWII. 5 Scenarios cover 1941 (2), 1942 (1), 1943 (1) and 1944 (1). 10.5mi/hex, div level, 9days/turn. S.Cole'76 / ARTICLES ON: Army Group North & Leningrad 1941; a Fascist France AH Origins of World War II; Nukes in Modern Battles Quad; 2 scenarios for SPI Kampfanzer; Command Control variant for SPI PanzerArmee Afrika; analysis of SPI Arnhem; New & twisted scenarios for SPI Invasion America; expanding SPI Dixie; German & Soviet force values for SPI Panzer '44; Allied Intervention in JAGD Battle for Madrid; variants for SPI West Wall Quad; Battlegroups in AH D-Day; Militia for SPI War in the East; variants for SPI World War III; Making the Tang scenario in JAGD Marine! more exciting; variants for SPI Breitenfeld; using WWI tanks in SPI Tank!; River units in March on India.											
Siege of Leningrad #13 PARTS	151868			\$5.00			Mint	n	OoP		4
Map only. Cherry. ■											
Khyber Pass Games	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com					FAX (702) 926-5205 anytime			
Ataturk! Turkish War of IndepencePARTS	128864			\$1.00			Mint	n	OoP		4
Map, only. ■											
Defiance, Battle for Cufra, 1931	55398			\$14.00			New	zl	OoP		3
Includes separately published die-cut counters (as well as original paper stock counters). ■ Game of the battle of Cufra, the final battle as Italy conquers Libya. 8.5x11" map, 39 counters, w/ armored cars, aircraft, camel artillery & cavalry. A tense but small game. '01											
Defiance, Battle for Cufra, 1931 PARTS	128865			\$1.00			Mint	n	OoP		4
Map, only. ■											
Defiance, Battle for Cufra, 1931 PARTS	128866			\$2.00			Mint	n	OoP		4
Countersheet, only. ■											
Jassin 1915 PARTS	128863			\$2.00			Mint	n	OoP		4
Map, only. ■											
Jewish War PARTS	128862			\$2.00			Mint	n	OoP		4
Map, only. ■											
Togoland 1914 PARTS	128861			\$2.00			Mint	n	OoP		4
Map, only. ■											
Legion Wargames	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com					FAX (702) 926-5205 anytime			
B-29 Superfortress: Hell Over Korea Kit	128118			\$26.00			New	BC			1
Kit for B-29 that expands the game to Korea, covering a 6-month B-29 crew tour of duty. Covers various phases & missions within the first year of the war. After Nov.1950, large numbers of Chinese MiG-15s appeared whi were specifically designed to shoot down the now aging B-29s. Includes F-80, F-84 & F-86 US fighters & MiG-15 & Yak-9 NK & Chinese fighters. S.Dixon, S.Rife'12											
Fire on the Mountain	150174			\$37.00			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 Poincke'22											
Little Wars Mag	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com					FAX (702) 926-5205 anytime			
Long March #7	87533			\$30.00			Mint	n	OoP		3 3
Mag+Game. Little Wars mag. Long March is a 2-3 player game of World War II in China, and the Chinese Civil War, which followed, 1942-49. Japanese seek to control China & play off rival Chinese factions. Communist & Nationalist Chinese must fight each other, while keeping the Japanese at bay. Strategic level, provence based. Counters printed on thicker cardstock, must be optionally mounted & cut apart for play. T.Wham'77											
Marshal Enterprises	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com					FAX (702) 926-5205 anytime			
La Bataille D'Auerstaedt, 1st	1352			\$35.00			Good	LZ	OoP		2
Ships in a flattened box due to size. Unpunched & complete. All components show moderate moisture or mildew spotting or discoloration. Nothing truly damaged beyond aesthetics, but it is intensive. Significant staple ruest t rules spine. ■ Battle of Auerstaedt using La B system. Napoleon's 1806 campaign in which Davout's III Corp takes on the entire Prussian army in a desperate fight. A good introductory La B game due to limited # of units."											
Martin Sliva	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com					FAX (702) 926-5205 anytime			
Thermopylae	16106			\$89.00			Mint	n	OoP		4
Small, early game depicting the attempt by Xerxes's huge Persian force to conquer Greece at at time when the city-states where isolationist, 480BC. Includes both strategic & grand tac elements. Components plain by today's standards, and counters provided on an adhesive sheet intended for cardstock, which must be mounted & cut apart. 2 maps, 158 counters. MartinSilva'73											
Mayfair Games	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com					FAX (702) 926-5205 anytime			
Empire Builder, 3rd: Artwork PRINT	95855			\$3.00			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.											
Mayfair Promo Expansion Set #11	151493			\$2.00			< New	n	OoP		A
Promo kit; single descriptive page separated from magazine; countersheets new. ■ 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											
MicroGame Design Group	(541) 756-4711	10am-9pm PST	M.Dean@FineGames.com					FAX (702) 926-5205 anytime			
Afghanistan	55410			\$12.50			New	Fo	OoP		4
Small, DTP game of 2 historical and 1 hypotheical periods of the Soviet involvement in Afghanistan, 1979-82. Co,BtlN,Rgt level, w/ 280 color, paper counters that must be cut apart. 11x17 color map of the Punjshir & Kuna Valleys. Modest complexity. P.Moore'99											
Blood & Steel, Battle of Prokhorovka 1st	55430			\$17.50			New	Fo	OoP		4 3
Simpler, BtlN/rgt/brig level, operational game of the climatic battle of Kursk at Prokhorovka, 12 July'43. Only 4 pages of rules make it good for beginners. Formations are activated by chit draw. 90min/turn, 1/2mi/hex. 1 smallish map, 144 counters that must be mounted & cut apart to play. An expansion kit was later published. P.Rohrbaugh'99											

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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
China, Battle for... 1st Revised Includes #55453 More Battle for China (stand alone game or addon kit for base game). ■ Small, desktop-published game of Japan's attempt to conquer China, 1937-41, using an 11x17 color paper area map of China & 26 paper color counters that must be mounted & cut apart. A decent, large scale treatment of this complex campaign. This was the 1st of 4 editions, the latest being in S&T #259. As a DTP game, note that all components are on normal paper. Brian Train'99		55413		\$32.50			New	Fo	OoP		8
Freikorps, Bolsheviks Attack Germany 1st Game of a hypothetical Bolshevik invasion of Germany, 1920. 280 counters, brigadage level. B.Train'98		55431		\$15.00			New	Fo	OoP		4 3
Land of the Free, Revised 1998 Revised edition. Game of American political conflict during the Great Depression, 1930-41. The depression shoke American institutions to the core & generated many movements to right the situation. 2-3 players represent extremist organization competing for power thru cover means regionally & federally. Ultimately, they attempt to influence national elections in their favor. Small map, 280 counters that must be mounted and cut apart for play. B.Train'98		55432		\$9.00			Mint	Fo	OoP	A	3
Mediterranean Fury Revised'02 edition. 230 counter game of the one serious challange between the Italian Fleet & the British at the Battle of Cape Matapan, March 1941. Simpler game with a basic ranged combat system, with Italian numeric superiority and British air superiority. P. Rohrbaugh'02		63694		\$15.00			New	n	OoP		1
Operation Whirlwind 1st Small game of the resistance to the Soviet occupation of Hungary in 1956. Focuses on the street fighting within Budapest against massive Soviet forces (w/ hypothetical US intervention). Victory determined based on how much carnage results. B.Train'02		58774		\$15.00			New	Fo	OoP		3
Shining Path, Struggle for Peru REV Small, DTP game of the long-running guerilla war in Peru between Maoist guerillas & the US-supported government, Guerillas seek to fray society, exploit the government's corruption, and wreck the economy. Includes co area 11x17 map & 140 counters that must be mounted & cut apart. Revised edition. B.Train'99		55415		\$10.00			New	Fo	OoP		8
Siege of Hong Kong Small, DTP game of the Japanese invasion and conquest of Hong Kong late in 1941. 800m/hex, 12hr/turn, company level. Played on color 11x17 map w/ 280 unmounted color counters. Straight forward game system. M.Gilbert'97		55416		\$16.00			New	Fo	OoP		4
Stalingrad, Pivot on the Volga A tense yet playable game of the German 6th Army's campaign in southern USSR, 1942-3. Played w/ large hexes & army/corp level units with combat within the hex, and an emphasis on proper use of tank & anti-tank sub-division assets. Destop published game with all components printed on paper. Counters must be mounted & cut apart for play. H.Gerber'04		69351		\$12.50			New	Fo	OoP		4
Trampling Out the Vintage Small game of Sherman's campaign for Atlanta, 1864. Operational level, covering an area from Chattanooga to Atlanta. Played on an 11x17 color map w/ 280 color unmounted countrs. Div level. Desktop published game with all components printed on paper; counters must be mounted & cut apart for play. P.Rohrbaugh'99		55418		\$11.00			New	Fo	OoP		4
Vimy Ridge 2nd Modest sized, DTP of the April 1917 Commonwealth offensive against Vimy Ridge. (The Canadians captured it where the Brits & French could not.) Col/btn level, 250yd/hex, 30min/turn. Played on 2 11x17 color maps w/ 2 2-sided, unmounted counters (making this a tricky mounting job). 3 scenarios. K.Anderson'01		55421		\$15.00			New	Fo	OoP		3
Milton-Bradley (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Conquest of the Empire Complete. 1" abrasion on rules cover. 1 catapult mini broken & repaired. 2 box side panels mildly sun faded. Otherws EX. ■ Large, colorful and highly sought after game of imperial expansion by 2-6 players throught the mediteranean. Pieces are far more unique than in its sister games--which probably caused its demise. Previously published as VI Caesars. '84		1412		\$95.00	**	V.Good	LB **	OoP			8
Miscellaneous MAG Publsr (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Empires: Eagles & Lions Magazine # 9 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		151463		\$0.50			Excell	n	OoP		Z
Journal of 20th Century Wargaming #10 Early 1980s mag of reviews, both detailed & summary, of wargames, books & films.		151806		\$2.00			Mint	n	OoP		Z
Journal of 20th Century Wargaming #12 Early 1980s mag of reviews, both detailed & summary, of wargames, books & films.		151807		\$2.00			Mint	n	OoP		Z
Journal of 20th Century Wargaming #13 Early 1980s mag of reviews, both detailed & summary, of wargames, books & films.		151808		\$2.00			Mint	n	OoP		Z
Journal of World War II Wargaming v2 #2 Mailing label on rear mag cover. ■ Later renamed Journal of 20th Century Wargaming. Early 1980s mag of reviews, both detailed & summary, of wargames, books & films.		151818		\$2.00			Mint	n	OoP		Z
Miscellaneous Publishers (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Antique Lovers Playing Cards Inventory label on container sleeve. ■		54573		\$2.00			Excell	SB	OoP		Z
Dice, d6 1" Oversized 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.		89105		\$0.50			Mint	n	OoP		Z
Dirty Words Previously played, but clean. ■ 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		1432		\$3.00			Excell	SB	OoP		A
Magazines (Only) Looking for a Magazine (without game)? A few are listed here but see our MAG-ONLY PRICE LIST for a complete & succinct listing: www.FineGames.com/text/mag_prc.pdf ■		95149		CALL			Excell or Mint	n	OoP		Z
Stalingrad: Murmansk Kit Small, very early variant extending AH's Stalingrad north to include the vital city of Murmansk & its rail corridor plus 4 units & 1pg rules. Hand drawn paper map; counters on paper & must be mounted & cut apart for play. M.Carr		87561		\$19.00			Mint	n	OoP		6
Moments in History (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Lodz 1914, the First Blitzkrieg PARTS BC box, only. Some label residue on end panel; otherws very clean. ■		111004		\$2.00			Mint	BC	OoP		4
Multi-Man Publishing (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
ASL:Hakkaa Paalle 2nd 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 chapte 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. '2		151210		\$84.00			New	BC			2
ASL:Kakazu Ridge #2 2nd Incomplete campaign game insert bundle, only, from ASL Journal #2. Includes Kakazu Chp Z special rules (1pg), color photocopies of 1pg play aid & 6 scenarios (J13-18), and remnants of 2 countersheets (including most but not all forts, all German & US satchel counters; all US infantry & all Japanese counters NOT included. Map also NOT included. ■		148672		\$5.00			Excell	n	OoP		2
ASL:Winter Offensive #10 2019 Bonus Pack 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		150153		\$25.00			New	Fo			2
ASL:Winter Offensive #12 2021 Bonus Pack 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		146390		\$23.00			New	Fo			2
Nova (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Bounty Hunter, Shootout at the Saloon Tape adhesive residue on sides of slipcase opening. Otherws unused & very clean. ■ Slipcase scuffed, abraised, dinged at 1 corner. 1-on-1 Gunfight between a lawman & an outlaw in the wild American West using adaptation of Ace of Aces system's booklets. Fun system that can be played most anywhere. M.Vitale,J.Angiolillo'82		3944		\$25.00			Mint	SC	OoP		1
Operation Studies Group (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
Panzerkrieg, 1st		1503		\$23.00			Mint	BC	OoP	Err	4

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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
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									
Panzerfaust/Campaign MAG (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
Arnhem		151754		\$85.00			Mint	n	OoP 4
One of two contemporaneous games with the same name. 4pgs of rules produced by ditto machine. Map & counters on thin cardstock. Counters best if mounted & cut apart for play. Crude by today's standards but eagerly awaited in '72. Chris Johnson'72									
Cherbourg		108220		\$79.00			V.Good	n	OoP 4
Map colorized fairly neatly and directional compass added. Unit IDs clarified (from muddy ditto) in red ink. Others unused & mint. ■ Early game of the battle for the key port of Cherbourg after the D-Day landings. Produced as 4 map panels with counters on thin stock; counters should be mounted & cut apart for play. Larry Schmidt									
Spirit of '76		108213		\$45.00			V.Good	n	OoP 3
All components mildly wrinkled (not creased, just a bit wavy, with evidence of moisture warping) thru use & less than ideal storage. Paper counters separated but not mounted (making playing problematic). Includes a separate bag of add-on counters but no text to explain them. ■ Game of operational & tactical combat in the 4 southern states during the American Revolution (VA, NC, SC, GA), 1778-1782. Rgt/Brig level, with 2 scenarios. Includes a full-sized operational map in 4 sections plus 3 geomorphic maps for tactical battles. Regt level. Includes c.170 paper counters that must be mounted & cut apart. C.Lane'72									
Rand Game Associates (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
Omaha Beach		1627		\$16.00			V.Good	n	OoP 4
Missing 1 unit, ID included. Counters spotted. Others EX. ■ ---									
RAND Command Series V.1		151865		\$160.00	**		Excell	BC **	OoP Err Z
Several tape removal mars on outer sleeve, each about 1" long. All games punched. ■ Set of the first 9 (of 11) subscription games in a cardboard storage case. Includes index & errata for all games. (1) NAPOLEON'S LAS CAMPAGNS: Couple spots on map. Area move game of 1814-55 campaigns in E.France & W.Germany at corp level. '74; (2) CAMBRAI 1917: Div lvl game of Britain armored raid that was wildly successful initially but rebuffed by determined German counterattacks.'74 (3) INVASION SICILY: Grand tac, rgt/div lvl game of the conquest of Sicily'43.'74 (4) SARATOGA 1777: Area move game of the 1777 Saratoga campaign'74 (5) WAR OF THE WORLDS II: strategic, somewhat abstracted game of interplanetary attack on Earth by 1-2 other worlds. For 2-3 players.'74 (6) OMAHA BEACH: May be missing 1 unit. Co. lvl grand tac game of landings at Omaha Beach against the veteran 352nd Div.									
RAND Command Series V.2		1626		\$69.00			Excell	BC	OoP Err A
Hitler's Last Gamble EX, Brandy Station mint. 1" mar on side panel of box, plus sml, isolated spots from aged rubber bands. ■ 2 subscription series games in cardboard storage box. Tape removal mars on box. Brandy Station (mint), Hitler's Last Gamble. Err to HLG.									
Rommel, War for North Africa		1628		\$22.50			Excell	n	OoP 4
Complete. ■ Regt/Brig/div lvl game of the war in Northern Africa covering 3 key battles, Gazala, Crusade, Battleaxe. '75									
Revolution Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
Warsaw 1920		151161		\$32.00			New	zl	4
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									
Sandhurst Wargames (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
Sandhurst Wargames		1645		\$24.00			Mint	Bk	OoP A
Sml dog-ear on rear cover. Others mint. ■ 4 Games in large, richly illustrated softbound book: Aquitaine (English play cat & mouse w/ French during 100yrs War), Craonne (delaying action by French during 1814 campaign), Fjord (operational naval combat in the Barents Sea 1942-4), Men Against Fire (tactical combat during island invasions in the Pacific in WWII). 1982 book of 4 games & the history within them. Counters provided as thin cardstock. '82									
Schroeder Publ & Wargamng (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
Der Weltkrieg, Italian Front 1915-18		79050		\$42.00			Mint	BC	OoP 6
1st edition. ■ 1st edition. Fifth in the Der Weltkrieg series of simpler, operational/strategic lvl gms of wars in Europe at brig/div lvl. 2nd ed series rules. This package contains 5 scenarios covering the war on the Italian front 1st Isonzo (May'15), Straf Expedition (May'16), 10th Isonzo (May'17), Caporrete (Oct'17), Albrecht & Radetsky (June'18). Includes 1 map, 560 counters, brig/div level, 20km/hex, 4days/turn. Can be linked with other games the series. '03									
Der Weltkrieg, Schlieffen Plan		22696		\$23.00			Mint	HC	OoP Err 6
First in the Der Weltkrieg series of operational lvl gms of wars in 20th century Europe. This game covers the first 3 months of WW-1 in the west. 540 brig/div lvl counters, 20km/hex, 4days/turn, one overly colorful map, and 14pgs of simpler rules. High solitaire suitability. D.Schroeder'97									
Der Weltkrieg, Tannenberg & Galicia		79051		\$25.00			Mint	HC	OoP 6
Includes 3rd ed series rules. 2 games 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 both the E.Prussian & Galician fronts. 560 brig/div lvl counters and 2 overly colorful maps. Brig/div level. D.Schroeder'99									
SDC Conflict Magazine (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
Rifle & Musket / Alamo #7		1669		\$23.00			Excell	n	OoP 2
Includes both games. Counters to Alamo punched; R&M unpunched. ■ Mag & Game. Also w/ Alamo game. R&M is game of tac combat during civil war. Inf, cav & artil represented, w/ 3 scenarios. Alamo is an overly simple stylized gm on final assault on Alamo. E.McDonald'74									
Sim Design Corp (Conflict) (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
Cromwell, English Civil War 1642-6		1655		\$45.00			Mint	zl	OoP 2
Multi-scenario game of English Civil War, 1642-6. L.Kanterma, D.Bonforte'76									
Sparta (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
Arnhem		1750		\$45.00			Mint	n	OoP 4
One of two contemporaneous games with same name; this was published by Sparant Intl/Jagdpanther. Map & counters printed on paper; counters must be mounted & cut apart for play. Includes naval images of Bismarck, Prinz Eugen, Hood, Prince of Wales, Norfolk & Suffolk. Early, rather primitive game of the battle for the bridges around & city of Arnhem (and not the larger campaign). Chris Ostermeyer, Dan Hoffbauer									
Spence & Gable Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
Koniggratz		1694		\$30.00			Mint	n	OoP 4
2 counters fallen tree. ■ Brig/div lvl gm of decisive btl of Austro-Prussian war of 1866 that shaped unified Germany. Austrian Napoleonic methods v Prussian massed firepower. Thin stock die-cut counters. James Gabel'77									
Mukden 1905, Russia vs Japan		1695		\$24.00			Mint	zl	OoP 4
Small, rare game of decisive btl of Russo-Japanes War near Mukden, Korea, 1905. Brig/Div level, 1 day/turn, 80 heavy cardstock counters that must be cut apart for play. '76									
Tannenburg, East Prussian Campaign 1914		1696		\$24.00			Mint	zl	OoP 4
Note: game name is misspelled on product. Brig/div lvl gm of initial campaign in Prussia, Aug-Sept 1914. 70 thin cardstock counters. Richard Spence'76									
SPI Poultron Press (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime									
1918, 1st		2329		\$65.00			V.Good	LZ	OoP 4
Includes a copy of 2nd ed rules (mint). Original rules show soiling thru use, and annotation to what-if scenarios with a scenario #. Mapboard mounted on a 1914 map (whaa!) & annotated with errata for setup, terrain feat OoB options & CRT results. Slight glue discoloring bleed thru. Allied counter margins discretely color coded for nationality. Believed to be complete but counterset is a subset of 2nd edition. ■ Early gm of German March 1918 offensive near Amiens. Great, tense yet simple game. Extremely rare version. JD'70									
Deployment		2331		\$200.00			Excell	LZ	OoP 2
Map & terrain explanation in rules neatly colorized (river/woods/hills/fort). Aged Scotch tape residue on map margin corners. Others EX. ■ Tac Gm 10. Early game depicting tactical combat in the musket era, 1600-1840, impact of column v line formation. 5 scenarios representing the qualities of the battles of Leuthen, Valmy, Jena, Wagram & Waterloo. Extremely rare. James Dunnigan'69									
Flying Fortress		2332		\$449.00			V.Good	LZ	OoP Err 6
Sold as a set of both base game & FF II Expansion (#2333). Complete. Map neatly colorized with major rivers, ocean, national boundaries & cities. PBM coordinates added to map. Rules have paper clip rust on orig & expansion rules cover as well as 2 other other pages. Penciled annotations on planning chart. Others EX. ■ ---									
Stalingrad III Kit		108215		\$235.00			V.Good	n	OoP 6
Missing 1 unit (ID included). Several units show minor damage by being bitten by a cat; nothing lost or destroyed. 1 counter corrected in ink in a messy fashion. ■ ---									

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
SPI Games												
(541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Air War 1st & 1980 Update Kit (2nd)		1772		\$35.00			Excell	FT	OoP	Err		1
w/ #1774 Update Kit. Packaged in a flattray. Base game 13% punched & complete; update kit mint. Base game rules hilted in yellow. Staple rust to rules booklets. Includes errata & multiple addtl scenarios. ■ Yellow box v unmounted maps. Complex game covers all the intricacies of modern air-air combat, including the complexities of flying a jet fighter, of various types of anti-air & anti-surface missiles, radar, bombing, strafing, & much mo 600 counters, 8 map sections, dozens of aircraft & weapons. 1980 Kit updates Air War 1st to include many newer aircraft. Includes stats booklet & 100 counters, etc. Finest modern air simulation ever; VERY complex. 2.5sec/turn, 500f/hex. D.Isby'79												
Battle Fleet Mars		1812		\$55.00			Excell	FT	OoP			2
Complete. Strategic portion of rules hilted in yellow. Otherws EX. ■ Various sml isolated stains in rules; otherws EX. One of SPI's best sci-fi gms. Earth v Ares Corp, a super-national conglomerate, over control of space's resources. Strat & tac lvls. B Hessel & R Simonson '77												
Breakout & Pursuit		1842		\$25.00			Excell	FT	OoP	Err		4
Complete. Rules & errata hilted in yellow. Otherws EX. ■ Div-lvl game of Allied breakout in France, July-Aug 44, and pursuit across France thru Spt. 15. 2 Scenarios & camp, many what-ifs. Allied supply is key element. J.Dunnigan, '72.												
Bull Run, Battles of...		1847		\$49.00			Mint	FT	OoP			4
Cherry mint. ■ 1st & 2nd battles of Bull Run. Simove gm w/ sml # of units. J.Dunnigan'74												
CityFight, Modern Combat in Urban Envirn		1857		\$75.00			Excell	BC	OoP			2
Complete & clean. ■ Tactical combat between vehicles & fireteams in post-WW2 urban environments in 20 scenarios involving NATO, Soviet, Chinese & irregular forces. Sophisticated yet smooth limited intelligence syste w/ many weapons systems & a focus on combat engineers (sappers). 1400 counters. 16.7m/hex, 20sec/turn, 2 maps. J.Balkoski'79												
Commando, Combat Adventure Game		1861		\$22.00			Mint	BC	OoP	Err		1
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												
Conquistador 2nd PARTS		151815		\$2.00			Excell	n	OoP			6
Coversheet, only. Folded once horizontally. ■												
Crimean War Quad		1876		\$99.00			V.Good	FT	OoP	Err		2
Missing (all) 12 blanks; all units & markers present & otherws complete. Minor staple rust to 2 std rules, Inkerman & historical booklet. Otherws EX. ■ One of best of SPI's quads covering btls of Alma, Balaclava, Inkerman Tchernaya River, as Allies approached Sevastopol, 1854-5. Rare. '78												
Demons		1880		\$36.00			Excell	HC	OoP			4
Complete. ■ Sml gm of magic & treasure hunting in a mythical land. Includes the unique ability to capture & torture magicians! JD'79												
Dreadnought, the Battleship Era, 1906-45		1887		\$29.00			Excell	FT	OoP			1
6% punched, complete. Rust stain to margin of 2 counters, otherws clean. Includes (only) 2 large, laminated & 4 paper SiMove charts. Includes articles from Moves providing multiple addtl scenarios. ■ Ship-ship combat, 1900-50 w/ ships from all nations. Simove. J Young/I Hardy'75												
Franco-Prussian War		1921		\$59.00			Excell	FT	OoP			4
Missing most (18) blanks; all units & markers present & otherws complete & clean. ■ 1870 war that united Germany, fought over Alsace-Lorraine in France. Corp level, step reduction, inverted movement. 1972.												
Frederick the Great 2nd PARTS		151816		\$2.00			Excell	n	OoP			6
Coversheet, only. Folded once horizontally. ■												
Frigate		1929		\$39.00			Mint	FT	OoP	Err		1
Rules hilted in yellow. 4 laminated SiMove sheets included (only). Mint in other respects. Includes additional scenarios & optional rules from Moves mag. ■ Very playable ship-ship combat in Age of Sail. 14 scenarios usin SiMove. J.Dunnigan'74.												
Fulda Gap		1933		\$59.00			Excell	FT	OoP			4
Missing 1 blank only, otherws complete. Rules & sml amt of Reinf Chart hilted in yellow. Reinf Chart annotated w/ unit nationality & errata. ■ Soviet attack thru Fulda Gap into S. Germany. 400 units, untried units. J Dunnigan, '77.												
Gondor		1939		\$79.00			Excell	n	OoP			3
Complete. Std & Exclusive rules hilted in yellow, otherws EX. ■ Smallish folio-style game of one of the two great battles of Tolkien's Middle Earth saga. Sauron's dark forces besiege the massive fortress of Minas Tirith, the capital of Gondor. Game concentrates entirely on the siege and not the battle in the plains before the city. Sauron's forces must storm the city before allied reinforcements arrive en masse. 200 counters. Linda Mosca, Richard Berg'77												
Kursk, Operation Zitadelle 1943 ['71] 2d		2337		\$50.00			V.Good	LZ	OoP			4
Complete. Map mounted to thick cardstock, PBM coordinates written onto margins, and a 1x3" cutout made to top margin of map. Map surface clean. Otherws EX. ■ 3-scenario battle of Kursk, options to start in July, June Aug. S.Hart'71												
Lee Moves North		1996		\$39.00			Excell	FT	OoP			6
Complete & clean. Flattray cover yellowed, 1 corner repaired. ■ Div/corp lvl gm of 1862 & 3 campaigns in the East. Game previously published as Lee at Gettysburg. J.Dunnigan'73												
Leipzig, 2nd		1997		\$36.00			Excell	LZ	OoP			4
Complete. ■ No box. Update of earlier Poultron Press version of this multi-scenario game of Napoleon's defense of his crumbling empire in central Europe, in the spring & summer of 1813, using SPI's division level Napoleonic system. Historical scenarios begin in late March & August, with what-if scenarios added for each. Full campaign also included. Army/corp/div level. J.Dunnigan'72												
Marne, Home Before the Leaves Fall		2003		\$49.00			V.Good	FT	OoP	Err		4
Missing 4 blanks, otherws complete. Rules hilted in yellow. Errata annotated with additional errata. 2" razor cut on cover sheet, and 3" cut on flattray lid, repaired with tape. ■ Game of the decisive moment on the West Frc in 1914 as Germans approach Paris. Crop level. Simple game. J.Young'72												
Mech War '77		2005		\$29.00			V.Good	FT	OoP			2
Missing 2 blanks & 6 markers, otherws complete. Rules cover has sml staple rust stain on cover. Includes 2 large, laminated SiMove charts (only). ■ 10 scenario, platoon level game of tactical combat during the 1970s in Germany, Manchuria & the Sinai. Revision of an earlier game of similar title. J.Dunnigan'75												
Minuteman		2020		\$69.00			Excell	FT	OoP			6
Complete. Rules highlighted in yellow, otherws EX. ■ Strat lvl gm of partisan revolt in N.America for 1-4 players. Unusual gm that may not be to many gamers' tastes yet is a tightly tuned system & highly competitive game. JD'76												
Modern Battles II Quad		2028		\$79.00			Excell	FT	OoP			2
Missing 4 blanks, otherws complete & very clean. ■ Four games of various hypothetical hot wars around the world: DMZ (S Korea), Jerusalem ('67), Bundeswehr (N Germany) & Yugoslavia (Zagreb). 4 maps, 400 counter: J.Dunnigan'77												
Normandy, 2nd		2071		\$35.00			V.Good	FT	OoP			4
Packaged in a flattray, but no coversheet. Complete; 7 blanks made into addtl step reduction counters. Several units have step reduction added to blank backside. Discoloration at margin of rules cover page, 1/2" coffee sp stain on 1 of 2 CRTs. Allied OoB corrected w/ proper unit sizes. 2 forts on map corrected per errata. ■ Btln/Rgt game of initial D-Day landings to D+5. Variable German forces & setup. Good, clean game. JD'72												
Panzer '44, Tac Armored Combat in Europe		2096		\$45.00			Mint	FT	OoP			2
Cherry mint. 2 laminated SiMove charts included (only). ■ Game of tactical level armored combat between Western Allied & German forces, 1944-45. 14 scenarios, si-move. SPI's second iteration of WWII tactical level games for WWII (with a companion Mech War '77 for contemporary battles). J.Dunnigan'75												
Prestags 5-Game Master Pack Set		8687		\$225.00			V.Good	FT	OoP			2
2 FTs. Substantially complete: missing 1 counter from each of 4 countersets (total of 4 counters of unknown type). 3 counters missing their generic backing. Couple of light isolated spots on rules. Otherws clean. ■ 5-game set based on a common, unified game system covering warfare from pre-history to 1550AD. CHARIOT covers the Biblical era, 3000-500BC, in which the Chariot was queen. 14 scenarios of well known battles. SPARTAN depicts perhaps the best military systems for the next millenia, 500-100BC, with both Greek & early Roman battles covered in 18 scenarios. LEGION covers warfare thruout the Roman era, 100BC-700AD, as the legion becomes an offensive weapon in 21 scenarios. VIKING covers tactical warfare in the Dark Ages, 700-1300, as warfare devolved into whoever could make the best initial impact. 19 scenarios. YEOMAN covers warfare in th early Renaissance era, 1250-1550, as tactics began to evolve quickly, with 18 scenarios from before & after the advent of gunpowder. 400 counters per game (2000 total), and 5 maps total. 100-125men/unit, 50m/hex, 5m turn, 34 unit types. A labor of love by the designer. '75												
Red Star/White Star		2121		\$25.00			Mint	FT	OoP	Err		2
Coversheet has been neatly rubber cemented to cover tray. Otherws cherry mint. ■ Early game of pltn/btl level tactical combat in Europe in '70s following a Soviet invasion. 510 counters. J.Dunnigan'72												
Rifle & Saber		3970		\$42.00			Excell	FT	OoP	Err		2
Complete & mostly strip punched. Cover sheet mildly & partially sunfaded, otherwise clean. ■ 400 counter, multi-scenario game of tactical combat 1850-1900 including the Am Civil War, Franco-Prussian War & more. J Young'73.												

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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
Seelowe Complete. British units have a code written onto blank backsides. Otherws clean. ■ What if Germany invades England in July or Spt '40? Lots of What-ifs. J Young '74		2144		\$29.00			Excell	FT	OoP			4
Sniper!, 1st 25% punched, complete. Rules highlighttd 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 urba 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		2154		\$19.00			Excell	FT	OoP	Err		1
Soldiers, WWI Tactical Combat 1914-5 Cherry mint. ■ 13 scenario game of tactical combat in WW1,1914-15, including the west & east fronts, plus Africa & China. D.Isby, L.Glynn'72		2158		\$79.00			Mint	FT	OoP	Err		2
Sorcerer Complete. Rules hilited in yellow. ■ 2-6 player wizardry on a color-coded board. 1975.		2164		\$25.00			Excell	FT	OoP			1
Spitfire No box; packaged in a large ziplock. Missing all (27) blanks, otherws complete & clean. ■ No box; packaged in a large ziplock. SPI's game of air-air combat in Europe early in World War II. Includes 16 types of planes, fighters & bombers. 46m/hex, 3.3sec/turn, 46m/hex. J.Dunnigan'73		151326		\$14.00			Excell	LZ	OoP			1
Tank! 2nd PARTS Coversheet, only. Folded once horizontally. ■		151817		\$2.00			Excell	n	OoP			6
Wacht am Rhein, Battle of the Bulge 2 FTs. 1 tray corner repaired; 2nd tray cover yellowed with age. ■ Large 4 map, 1600 counter game of Battle of the Bulge, 16 Dec 1944-2 Jan 1945, using an evolution of PanzerGruppe Guderian system w/ hi unit differentiation. Col/btln lvl. 2 single map scenarios & 2 campaign games. Popular & very hard to find, tho later updated by Decision Games. J.Dunnigan'77		2226		\$175.00			Mint	FT	OoP	Err		3
War in Europe / War in the World Addendum 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 masochis for a War in the World game.		77274		\$1.00			Excell	n	OoP	Err		8
SPI S&T Magazine Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Ney v. Wellington #74 PARTS Incomplete counterset, missing 46 of 255 counters, ID included. Otherws EX ■		151866		\$3.00			V.Good	n	OoP			2
Strategy & Tactics (SPI) Book II Some scuffing of cover mainly along spine. ■ Second in a set of 4 compilation booklets reprinting the full & complete contents of the 17 early, pre-SPI issues of S&T. This issue reprints issues #7-12. Index of this booklets content included on back cover describing each issue. Includes a preface by Christopher Wagner, original publisher of S&T, detailing the story behind these issues. A must for collectors. '70		151812		\$20.00			Mint	n	OoP			Z
Strategy & Tactics (SPI) Book III Some discolored scuffing on blank back cover. ■ Compilation & reprint of complete contents of early issues of S&T (#13-15 in this issue). Includes a preface about the background story on these issues by Christopher Wagner, the original publisher. 96pgs+errata sheet. '70		151813		\$25.00			Mint	n	OoP			Z
Tank! #44 PARTS INCOMPLETE GAME. Includes map, rules, charts & incomplete counterset. Missing 30 counters (entire Alpha force, half of Beta); balance of components EX. ■		2646		\$5.00			Excell	n	OoP			1
Tito & His Partisan Army, Yugoslavia #81 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.		113170		\$7.50			Mint	n	OoP			6
Tito & His Partisan Army, Yugoslavia #81 Cherry mint. ■ GameOnly. Guerilla war in Yugo thruout war using area move. Never a popular game, an innovative & accurate system nonetheless. D.Rustin'80	GmOnly	115760		\$3.00			Mint	n	OoP			6
Strategic Studies Group (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Salamanca, Battle of... 39 counters fallen from tree; game never used & others mint. ■ Turning point of Peninsula War, July 1812.		2697		\$32.00			Mint	HC	OoP	Err		4
Strife Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Napoleon's Russian Campaign Despite its small size, this is one of the best gms on Napoleon's invasion of Russia, 1812. Corp & army lvl units w/ leaders & some nice touches. 88 die-cut counters. Jon Michal'80		2703		\$35.00			Mint	n	OoP	Err		4
Task Force Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Operation Pegasus Rules highlighted in yellow. Otherws clean & unpunched. ■ Expanded ed w/ optional rules that eliminate all attritional rules, speeding play. Khe Sahn is besiege by two northern Vietnamese divisions, one blocking the only ro in. US 1st Air Cav attempts to relieve the siege. Company level, 100 counters. Perry Moore '81.		2733		\$25.00			Mint	HC	OoP			2
Taurus Ltd. (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Albania, Epic Italian Invasion of Greece Board has a small dogear & 1/4" tear on blank upper margin. ■ Desktop published-style game (with all components printed on paper) of the ill-fated Italian invasion of Greece, 1940, along the mountains bordering Albania. Italians must dominate the Greek & British forces before the historical date of German intervention. Brig/Div level, 1wk/turn. Counters printed on cardstock & must be separated for play. '75		87541		\$69.00			Mint	n	OoP			4
TSR Ares Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Ares Magazine #17 (TSR) Mag-only; does NOT include Mongoose & Cobra Universe RPG material. ■ Mag only. Final issue of mainline Ares. 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).		151809		\$4.00			Mint	n	OoP			Z
TSR Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
Air War 3rd Cherry mint. ■ Highly detailed air-air combat; many aircraft from '45-80s. Updated to '80 & reprinted as a unified 2nd edition by TSR.		2755		\$32.50			Mint	BC	OoP	Err		1
Line in the Sand Couple of sml nicks on box cover edge. Basic rules neatly highlighted in yellow. Otherws EX. ■ Desert Storm rules update (2pgs) included in later printings. Simpler but large 2-player, military-only game of the Kuwaiti War, and a more intricate diplomatic/military game for 3-4 or 5-6players. Uses stand up counters & large scale map. P.Lidberg, D.Niles, F.Dille'91		10788		\$25.00	**		Excell	GB	**	OoP	Err	6
Little Big Horn 1 corner repaired. A few isolated spots in rules. 3 units fallen from tree. Otherws cherry. ■ Game of 7th cavalry's ill-fated campaign against the Dakota nation, 1876, culminating with Custer's defeat. 2 maps, 280 counters, 250yd/hex, pltn/co scale. Designed by Mr. D&D, Gary Gygax'76		2796		\$89.00			Mint	BC	OoP			3
Twilight War Included counter tray. Minor abrasions to box btm edges & 2 cover corners. ■ Simple 2-4 player game of French Resistance, 1944. 1984.		2829		\$17.50			Mint	BC	OoP			6
VAE VICTUS Stand-Alone Games (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime												
From Overlord to Berlin Strategic level game of WW2 on all European fronts from June 1944 to the end of the war. Includes the eastern, western & Italian fronts. Includes the epic campgns of the destruction of Army Group Center (Bagration), D-Day, the German offensives in Hungary, Poland & at the Bulge. Corp/army level, area move, 2mo/turn. '11		95096		\$20.00			New	Fo	OoP			6
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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
Punched, bare bones game originally printed in Wargamer #1. ■ Stand-alone ziplock version. Small, simple 2-3 player game of Tolkien's Middle Earth. Cardstock counters must be cut apart for play. Rare game from 1st issue of Wargamer magazine. Martin Edwardes et al'77											
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Hearts & Minds, the Vietnam War	94529			\$42.50			New	BC	OoP		6
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Strategy & Tactics (WWW) #136	151811			\$2.50			Mint	n	OoP		Z
Includes Doomed Victory rules but no other game components. ■ Mag only; no rules. ARTICLES ON: Educator of the Army, Geo Henderson; Regimental Organization of the Armies at Waterloo; Nato Nukes German Reunification & the New Realities in 1990; Borodino, Doomed Victory, 1812; the History of Wargaming, 1975-90.											
WWW Wargamer Magazine (541) 756-4711 10am-9pm PST M.Dean@FineGames.com FAX (702) 926-5205 anytime											
China Incident #37	46344			\$10.00			New	n	OoP		6
Last copy. ■ Mag & Game. Div/corp/army lvl gm of the war in China before Allied entry in war, 1937-41. Japanese fight the Nationalist Chinese, while the Nationalists must limit the growth of Communist Chinese as well. One of just a very few games on the war in China in WW2, plus its a decent game! 200 counters. L.Cochran'85 / ARTICLES ON: the Generalissimo's War in China; review of WEG's Killer Angels; Clash of Steel #31 replay review of WEG's Druid; errata for Lutzen #32; brief reviews of The Royal Navy, TSR's The Adventures of Indian Jones. Keith Poulter interviews Wallace Poulter, his son.											
Race for Tunis #57	12726			\$7.50			New	n	OoP		2
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Struggle for Stalingrad #47	13955			\$9.00			New	n	OoP		4
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