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Our Last Sale Before Fall 2023
www.FineGames.com/retirement.htm

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

This is the 13th of an ongoing series of **Retirement Liquidation Sales** designed to find a good home for all of our remaining wargames & magazines accumulated over a nearly 31 year career selling strategy board games. We aim to make you such a great offer that you take a load off of our shelves so that little goes into a dumpster when we finally call it quits. Subscribe if you'd like to be notified of future sales.

This 13th **Retirement Liquidation Sale** seeks to cull all the nooks & crannies of our once-sprawling inventory, and focuses on items you have NOT seen in recent sales -- including all our remaining used Strategy & Tactics, and new Vae Victis, magazine-games. A bit of shoveling more on the fire, a bit of a hodge-podge. **126** items are on the block here. And "dirt cheap" remains a common theme.

We have a plentiful supply of most (but not all) items listed in NEW condition. Other items you should assume we have only one of.

This sale ends promptly at 11.59pm on **Friday, 5 May**. That's 2 days from now. Best get busy!

Retirement Liquidation Sale offer includes these rules of the game:

- This deal expires after Cinco de Mayo, Friday, May 5, 2023.** Your order **MUST** be placed and confirmed before then, and paid soon thereafter. **We reserve items for you only after you confirm an order and tell us how you intend to pay.**
- Items in this Liquidation Sale each have a liquidation sale price.** Simple. That is the price you pay for each item.
- Please communicate your order to us by including each items' (1) part# (2) title and (3) price.** For example,

part# 123456	D-Day at Fine Games	\$10.00
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In addition, **please confirm your current address & phone, and tell us how you intend to pay for your order.**

If all this info is included with your order, and you plainly state that you are ordering the items you've listed, we will immediately reserve what is available for you. If you are unclear about whether you are ordering, or how you intend to pay, we may not be able to reserve things for you immediately since it isn't clear you are ready to order.

- With one major exception, normal ordering, payment, and customer care terms apply. Prices here are stated on a cash-basis;** expect to pay 3.75% more if you pay on a non-cash basis (i.e. where we don't receive 100% of the proceeds: PayPal & credit cards). Bear in mind before you place your order that the price of shipping is based on bulk and weight, and bears no relationship at all to the heavily discounted prices of the items listed here. Send PayPal to **PayPal@FineGames.com**.
- The major exception is that **shipping will generally be charged on the basis of shipping weight.** (This allows us to offer incredible deals but not lose our shorts on shipping, and is in contrast to the largely flat-rate charge we have used historically.) Orders requiring weight-based shipment will be assessed shipping per our domestic shipping rates presented on the following page, and at www.FineGames.com/text/dom_ship.pdf. (Smaller orders will ship with our lesser, normal rates. Foreign shipments will continue to be charged on a weight-based basis as always.)

"Weight" is the greater of physical or "dimensional" weight. Dimensional weight presumes a certain density to a given package size, and is UPS's and USPS's way to generate additional revenue without providing any value in return.
- Only those games selected from this Retirement Sale Catalog are "on sale."** You may freely add items found in our other catalogs, but not listed as part of this sale, to a Retirement Sale order. You may combine items to save on shipping -- but the entire order will then be shipped at the rates referred to in #5 above.
- See **Fine Games'** web site (www.FineGames.com) for further info on Payment Options, Shipping Options & Fees, and Codes Used in our catalogs.

Happy Cinco de Mayo !

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

Fine Games Domestic Shipping Rates					
Rates Effective	22-Jan-22		Last Updated	21-Feb-23	
USPS Domestic Weight-Based Shipping Rates & Options					
(pounds)	Media Mail	First Class	Priority Mail	UPS ground	Express
Weight	< definition >	3-7 Days	2-3 Days	2-8 days	1-2 Days
Envelope Flat Rate >	n/a	n/a	\$9.00 any 1 item, \$11.00 2+ items	n/a	\$29.50
Legal Flat Rate >	n/a	n/a	\$12.15	n/a	n/a
Medium Flat Rate Box >	n/a	n/a	\$17 for 1 boxed item	n/a	n/a
1	\$6.45	\$8.00 15.9oz max	\$17 for 1 boxed item; \$23 otherwise	\$23.00	\$46.85
2	\$7.68	n/a		\$23.00	\$52.74
3	\$8.81	n/a	\$23.00	\$26.00	\$58.13
4	\$10.13	n/a	\$26.02	\$26.00	\$64.46
5	\$11.37	n/a	\$29.50	\$28.37	\$70.88
6	\$12.60	n/a	\$37.47	\$28.38	\$77.06
7	\$13.83	n/a	\$40.44	\$29.18	\$83.59
8	\$15.07	n/a	\$43.15	\$30.16	\$90.02
9	\$16.31	n/a	\$45.76	\$31.42	\$97.03
10	\$17.55	n/a	\$48.33	\$33.04	\$103.71
11	n/a	n/a	\$53.95	\$41.22	\$112.67
12	n/a	n/a	\$56.60	\$42.51	\$117.24
13	n/a	n/a	\$59.05	\$43.93	\$121.96
14	n/a	n/a	\$61.85	\$46.42	\$126.89
15	n/a	n/a	\$64.25	\$47.96	\$131.76
16	n/a	n/a	\$68.19	\$49.47	\$136.95
17	n/a	n/a	\$70.78	\$49.69	\$142.30
18	n/a	n/a	\$73.62	\$52.53	\$146.75
19	n/a	n/a	\$75.95	\$54.12	\$151.50
20	n/a	n/a	\$78.57	\$55.90	\$156.30
21	n/a	n/a	\$83.73	\$57.20	\$165.05
22	n/a	n/a	\$86.01	\$59.12	\$170.75
23	n/a	n/a	\$88.35	\$60.92	\$176.45
24	n/a	n/a	\$90.77	\$63.66	\$183.25
25	n/a	n/a	\$93.26	\$65.20	\$188.95
Above 25#, please inquire for rates.					

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

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



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Part#	Game Title & Edition	Box	General		Out of Print ?	Weight (lbs)	List Our Normal		Individual Liquidtn Price
			Condtm				Price	Cash Price	
Advance Primate Entertnmn (AdvPri)									
113806	Dark Horizon, Escape	BC	Mint		Out-of-Print	2.2	\$40.00	\$9.00	\$5.00
Green label on box btm. Included felt-tipped marker has gone dry; use counters to mark status or replace with grease pencil or dry erase marker. ■ Moderate complexity mini-based game of individual combat in the in the future. Rebels seek to destroy the Armageddon Device & escape from the evil corporation in which it is located. '96									
AH Avalon Hill Game Co. (AH)									
150997	ASL: Boards PARTS #22	n	Excel		Out-of-Print	0.5	\$8.00	\$4.00	\$1.00
■ #22 Mounted board									
147666	ASL: Boards PARTS #24	n	Excel		Out-of-Print	0.5	\$8.00	\$3.00	\$1.00
V.mild crease along one end of board. ■ #24 Mounted board									
147674	SL: Squad Leader Board #1-4 Set	n	VeryGd		Out-of-Print	0.0		\$10.00	\$5.00
Set of boards #1-4. Some scuffs & signs of wear to all boards. Map #2 partially torn at fold; repaired w/ magic tape on face of map & masking tape on rear side. Otherws EX. ■ Set of Squald Leader boards #1-4, originally published in Squad Leader game.									
147675	SL: Squad Leader Board #1-4 Set	n	Excel		Out-of-Print	0.0		\$15.00	\$5.00
Set of boards #1-4. ■ Set of Squald Leader boards #1-4, originally published in Squad Leader game.									
AH3M Reprints (AH-3M)									
88107	Image 2nd	BC	Excel		Out-of-Print	2.3		\$5.00	\$1.00
■ 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 Ma (AH Gen)									
71665	General Magazine 29/2 (Mag Only)	n	New		Out-of-Print	0.4	Mag Only \$5.00	\$4.00	\$1.00
1x3 Inventory label on cover, otherws new. ■ Inserts. ARTICLES ON: We the People strategy & replay; history of Lafayette; Acquire variants; We the People design notes; Kingmaker PC preview; ASL scenario briefing analysis of To the Last Man (from 24/1); Break Normandy preview; Up Front tourney rules. '94									
71735	General Magazine 29/5 (Mag Only)	n	New		Out-of-Print	0.4	Mag Only \$5.00	\$3.50	\$1.00
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									
71804	General Magazine 30/2 (Mag Only)	n	New		Out-of-Print	0.4	Mag Only \$5.00	\$3.00	\$1.00
1x3 Inventory label on cover. ■ ARTICLES ON: Blue, Green, Yellow & Purple strategy in Maharaja; Ireland add-on map variant for Britannia; Brit commandos in ASL; tactics for 1830 PC; fleet variant for Enemy in Sight; Maharaja reply; Knights of the Air scenarios & variants; tactics in Stalingrad PC, pt2; Maharaja errata. '95									
43835	General Magazine 31/5 (Mag Only)	n	New		Out-of-Print	0.4	Mag Only \$5.00	\$4.00	\$1.00
1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: Age of Renaissance analysis & strategy; ZOC game feedback analysis; reviews of COA Jena; winning strategy in tourney play of Britannia, Colonial Dip; strategy in a tourney ASL scenario on Poland; strategy in History of the World; PC History of the World intro; Stonewall's Last Battle replay; review of DG Krieg, GAMERS GD'41; Survival of the Witless game system analysis; Age of Renaissance errata, analysis & variant w/ insert; Master of Orion II PC review; Princess Ryan's Star Marines preview; 1pg history of the war in Italy, 1943-4 using Anzio. '97									
Avalanche Press. Ltd. (Avalan) http://www.AvalanchePress.com									
142009	Panzer Grenadiers: Armata Romana Kit	zl	New		Out-of-Print	0.4	\$24.99	\$15.00	\$7.50
Last copy. ■ Scenario kit for Fire in the Steppe, adding 98 counters for the Romanian Army, 20 scenarios & 3 campaigns linking scenarios. '18									
121760	Panzer Grenadiers: First Axis Kit	Bk	New		Out-of-Print	0.4	\$24.99	\$12.50	\$5.00
Last copy. ■ Kit covering the Axis minor country of Slovakia, and providing 88 counters & 40 scenarios involving their forces from 1939 thru their change of sides in 1944. 64pgs. Reqs Road to Berlin. '08									
137983	Panzer Grenadiers: La Campagne Tunisie	zl	New		Out-of-Print	0.4	\$24.99	\$14.00	\$7.50
Last copy. ■ Scenario kit providing 12 scenarios of the French experience in northern Africa between the time of the Torch landings (Nov 1942) and the Axis surrender in Tunisia (May 1943). '17									
95508	Panzer Grenadiers: Romanian Soil Kit	Bk	New		Out-of-Print	0.2	\$10.99	\$4.00	\$2.50
■ Kit covering the battles for Targu Frumos in 1944 as the Soviet 2nd Ukrainian Front attempts to outflank the Romanian Strunga fortification line. 10 scenarios. Reqs Eastern Front, Road to Berlin, Btl Bulge, Eisenborn & Red Warriors to play all scenarios. 200m/hex, pltn level. '09									
Bounding Fire Productions (Boundi) http://boundingfire.com									
147737	ASL: Board BF SET 2, Cardstock LAMINATED	LB	Excel		Out-of-Print	0.4		\$15.00	\$10.00
MUST SHIP SEPARATELY AT ADDTL COST. ■ MUST SHIP FLAT. Set of 4 1st edition Bounding Fire mpas; boards are a deeper green than current MMP style. Includes 4 maps DW-1a, -1b, B & G. ~22.25x8.25"									
147736	ASL: Board BF SET, Cardstock LAMINATED	LB	Excel		Out-of-Print	0.5		\$15.00	\$10.00
MUST SHIP SEPARATELY AT ADDTL COST. ■ MUST SHIP FLAT. Set of 3 2nd edition Bounding Fire maps using the revised graphics to mimic current MMP style. Includes maps DW-1a, -1b, & G. ~22.25x8.25"									
Chessex Manufacturing (Chesx) http://www.chessex.com									



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Part#	Game Title & Edition	Box	General Condtn	Out of Print ?	Weight (lbs)	List Our Normal		Individual Liquidtn Price
						Price	Cash Price	
148719	Counter Tray, Chessex Style Tray Single copy. ■ 1pc fold-over, clear plastic counter trays with 16 1.5x2.5" compartments. These are similar to the AH style trays. RECOMMENDED due to their construction and price. '03	n	New		0.2	\$3.98	\$2.75	\$2.25
Columbia Games (ColumG)		http://www.columbiagames.com						
149566	Pacific Victory 2nd 2018 2nd edition. ■ 2nd printing. Strategic level, block-system game of the war in the Pacific during WW2. Uses an evolution of the Victory system with its lush graphics. Includes 3 discrete campaign starting points (1941,2 & 3). Allows what-if strategies such as the invasions of India or Australia. Includes 1 very nice map of the Pacific from the US west coast to India and 100 block counters. Army lvl, 600mi/hex, 3mo/turn. '18	BC	New		1.6	\$79.99	\$75.00	\$59.00
150614	Rommel in the Desert 4th Latest (4th, 2023) edition. ■ Reprint with a complete cosmetic overhaul. Remastered, larger map is now mounted, Rommel cards are printed on playing-card stock, even the box is better (printed rather than sleeved). Mechanics are the same. Simple, challenging and long a popular block system game of the entire war in N.Africa, Spt'40-Nov'42, at rgt lvl. 7 Scenarios using the block system to provide fog-of-war and logistical limits. Includes the 1940 Italian campaign, 1941 & 1942 scenarios, 1941-42 campaign, Crusader & Gazala & El Alamein battles. 113 wooden blocks 42 cards map. RECOMMENDED. C.Besinque'23	BC	New		3.2	\$79.99	\$55.00	\$49.00
150611	Texas Glory ■ Fast playing, block-style, operational-strategic level game of the war for Texas's independence, 1835-6. Texans must delay the Mexicans so they can gather their army. 56 blocks. T.Dalglish, D.Mings, C.Willner'08	BC	New		1.4	\$59.99	\$54.00	\$49.00
DecGms WARGAMER v2 Mag (Dec WG)		http://www.decisiongames.com						
125106	Wargamer (Decision Games) v2 #14 (Mag Only) ■ ARTICLES ON: WWW Desert Steel review; CofA Lee Invades the North review & errata; Far Seas analysis; WWW Duel in the Desert 3-turn replay, tactics, errata; WWW Beirut replay & Sandbag '82-84 3-player variant; reviews of TSR La Grande Arme, PSS Annals of Rome PC & Risk PC; Decisive BtIs of Am Civil War PC pt 2. '89	n	Excel	Out-of-Print	0.4	Mag Only	\$3.00	\$0.50
Decision Games S&T Games (DecS T)		http://www.decisiongames.com						
117324	Hannibal, 2nd Punic War #141 (w/ Mag) Cherry. Last copy. ■ Mag & Game. Area-move gm of 2nd Punic War showing different advantages & styles of each sides at strategic lvl. Rome has a great population to draw on, Carthage has the initiative & leaders at first. Map covers the western Mediterranean. Units progress from raw recruits to veterans. 200 counters, 1yr/turn. J.Sutcliffe'91 / ARTICLES ON: the Second Punic War; Roman Republic's Art of War; Desert Storm/Desert Sheild OoB update; Analysis of 3 Armored Assaults on Fortified Lines: El Alamein 1942, Kursk 1943, Golan Heights 1973; Louisiana Brigades in the Army of N Virginia; British Steamers in the 1st Opium War in China; Airmobile Assault, 1940; Wargames in the US Marines; a Neo-Con's analysis of the failure of Iraqi propoganda (i.e. self-deceiving).	n	Mint	Out-of-Print	0.8		\$19.00	\$12.00
104281	Trajan #145 (w/ Mag) Cherry mint. Last copy. ■ Mag & Game. Strategic level game of the Roman campaigns in the Middle East at the legion level, 114-117AD, when the Parthian Kingdom was conquered. Same system later used in Roman Civil War #157, Germania #175, & Caesar in Gaul #165. Includes the use of strategem counters to represent non-military events. RECOMMENDED. Monthly turns, 200 counters, legion level. J.Miranda'91 / ARTICLES ON: Trajan's Parthian War, 114-7AD; Naval Weaponry of the 1990s; F-15 Eagle Weapon System; Supply Problems in the Am Civil War; German General Officer Casualties in WWII; the Marathon Campaign; ERRATA for Objective Tunis #140 & Hannibal #141.	n	Mint	Out-of-Print	0.8		\$49.00	\$39.00
105658	Italian Campaign, Sicily #146 (w/ Mag) Rules separated. ■ Mag & Game. 1st game in a 3-game + Addendum series of moderately complex games covering all of Italian theater. This first game covers the invasion of Sicily & toe of Italy. Later games include revised rules that smooth the rough edges of this game with extensive errata. Uses the West War game system uses in Winter Storm, Last Victory & Edelweiss. 200 counters, nice map, 5mi/hex, btl/rgt scale, 1-2days/turn. Schettler'91 / ARTICLES ON: the Invasion of Sicily 1943; Pugache's Rebellion, Russia 1773-4; Am Civil War Navies, a summary; Increase in the firepower of a Russian Division, 1914-68; German Naval Mines in WWII; Science of War in the Early Roman Empire, 27BC-235AD; ERRATA for Red Beach One, Tarawa #142, Rio Grande #143.	n	Mint	Out-of-Print	0.8		\$15.00	\$6.00
116781	Italian Campaign, Sicily #146 (w/ Mag) ■ Mag & Game. 1st game in a 3-game + Addendum series of moderately complex games covering all of Italian theater. This first game covers the invasion of Sicily & toe of Italy. Later games include revised rules that smooth the rough edges of this game with extensive errata. Uses the West War game system uses in Winter Storm, Last Victory & Edelweiss. 200 counters, nice map, 5mi/hex, btl/rgt scale, 1-2days/turn. Schettler'91 / ARTICLES ON: the Invasion of Sicily 1943; Pugache's Rebellion, Russia 1773-4; Am Civil War Navies, a summary; Increase in the firepower of a Russian Division, 1914-68; German Naval Mines in WWII; Science of War in the Early Roman Empire, 27BC-235AD; ERRATA for Red Beach One, Tarawa #142, Rio Grande #143.	n	Mint	Out-of-Print	0.8		\$15.00	\$8.00
104279	Cropredy Bridge, A Fleeting Victory #148 (w/ Mag) ■ Mag & Game. Tactical battle between Roayalists & Parliamentarians a week before the decisive battle of Marston Moor, 1644. 100yd/hex, 20min/turn, 50men/strength pt. 299 counters, 2 historical & 1 hypothetical scenario. M.Grace'92 / ARTICLES ON: Battle of Cropredy Bridge, 1644; Remembering Pearl Harbor & the Japanese strategy in the Pacific; Soviet 1991 Coup forces, the last gasp of the Hardliners; Soviet Organization & Tactics in Afghanistan; Homer Lea, Forgotten Grand Strategist; Indian forces in Confederate Service; British Munitions Production during WWI; Battleship Casualties in the USN, 1898-1989; Ivan the Terrible's Reign in Russia, 1533-84; contemporary reorganization of the British Army; Trajan references for article in #145.	n	Mint	Out-of-Print	0.8		\$14.00	\$10.00
117310	On to Moscow, Swedn v Russia 1700-21#171 (w/ Mag) Cherry. Last copy. ■ Mag & Game. w/ 20 variant/errata counters for: Clontarf (3); Op Shock Troop (5); Trajan (1); Caesar in Gallia (1); Russo-Turkish War (1); Austro-Prussian War (1); Seven Years War (8). Strategic level game of Sweden's Charles XII invasion of Russia, 1708-9, using the Seven Years War/Age of Reason game system. The invasion ended in a Swedish disaster at Poltava. Control determined by possession of fortress-cities spread around Russia. 240 counters, seasonal turns, 50km/hex, relatively complex. J.Miranda'94 / ARTICLES ON: Sweden v Russia in the Great Northern War, 1700-21; Machiavelli, Founder of Modern Military Thought; Variant/errata rules for Seven Years War; errata for Wars of the Imperial Age, Austro-Prussian War, Russo-Turkish War, Op Shock Troop; Somalia, Roots of Today's Conflict; the White Rose Student Resistance in Nazi Germany; Tracked v Wheeled Armored Vehicles; Austro-Hungarian & Italian Navies in WWI; and many, many ads.	n	Mint	Out-of-Print	0.8		\$29.00	\$25.00



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						Price	Cash Price	
99043	Indo-Pakistani Wars #174 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$25.00		\$20.00
	Cherry; unpunched, unused, very clean. ■ Mag & game. Brig/div level game of 2 historical wars between India & Pakistan ('65 & '71) plus a hypothetical war in the 1990s. Players must attend to 3 widely separated fronts (including Kashmir, eastern Pakistan & the main border along western India). Includes insurgent movements in Kashmir, & possible US & USSR intervention. 30km/hex, rgt/div level, 2days/turn. J.Miranda'95 / ARTICLES ON: Indo-Pakistani Wars, w/ region national army OoBs; Russia in the '90s; Giulio Douhet, post-WWI Italian proponent of strategic air war; Battles of the American Revolution, pt 2; Prussian Army at Auerstadt. '95							
117285	Hundred Years War, 1337-1453 #177 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$89.00		\$75.00
	Cherry. Last copy. ■ Mag & game. Strategic level, 2-player game of the lengthy war fought between England & France between 1337-1453 using a modified 30 Yrs War system. Yearly turns & area move, 1-2k men per strength pt. 2 scenarios (Crecy 1337-47 & Agincourt 1415-28) plus campaign. Includes yet another in a string of lackluster mapboards. J.Miranda'96 / ARTICLES ON: the Hundred Years War; Custer's Campaign, ops on the Little Bighorn & Yellowstone Rivers; Valmy, the battle that saved the French Revolution, 1792; Future trends for the US Military into the 21st century; PT boats in the Pacific; errata for Thirty Years War #173. '95							
91627	Reinforce the Right, W.Front 1914 #180 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$34.00		\$25.00
	Rules separated. Mag read & folded over w/ some wrinkles. Otherws unpunched & unused. Last copy. ■ Mag & Game. Corp lvl gm of the initial campaign in the West, 1914, from the Swiss border to the North Sea. Relatively simple, w/ player-chosen options that influence victory points. 2 scenarios: one covers thru the Marne, the other Aug-Nov. 1914. 280 counters, 15km/hex, 1wk/turn, div/corp level. J.Miranda '96 / ARTICLES ON: the Schlieffen Plan & the Opening Campaign in the West, 1914; Air Campaign in Iraq, 1941; People's Crusade, 1096; German Airborne Night Fighting Devices in WWII; Schlieffen Plan, August 1914; Air War in the Persian Gulf War, 1990-91; Peter the Great's Not So Great Campaign.							
116784	First Arab-Israeli War, 1947-9 #185 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$29.00		\$25.00
	Sml discoloration where sml label removed on rear cover. Counters reverse printed (as most were for this game). Last copy. ■ Mag & Game. Most countersheets for this game reverse printed. The war in which Israeli expanded its provisional borders at the expense of its neighboring Arab nations. Operational lvl, btn/brig lvl game of the Israeli war of independence. 7.5km/hex, btn level, 1mo/turn, 240 counters. 2 scenarios. J.Miranda'97 / ARTICLES ON: the First Arab-Israeli War, 1947-9; the Byzantine Varangian Guard of Viking Axe Men; Scottish Invasion of England, 1513; the CSS Arkansas story, 1862; British Revenge class Battleships; Anti-Tank vehicles, WW2 to the Cold War; the Maginot myth; American Armor in the War Against Iraq 1992; Airwar Wargaming Low Intensity Conflicts; Disease & Military Operations; ERRATA for Blood on the Tigris #176, 100 Years War #177, First Blood #178, First Afghan #179, Reinforce the Right #180, Fall of Rome #181.							
61440	Asia Crossroads, Great Game #216 (w/ Mag)	n	New	Out-of-Print	1.2	\$22.00	\$14.00	\$5.00
	■ 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.							
63353	Spanish Civil War Battles, v2 #219 (w/ Mag)	n	New	Out-of-Print	1.2	\$22.00	\$15.00	\$5.00
	■ Mag & Game. 2 more battles from the Spanish Civil War to complement those in the first set. Includes Guadalajara, March 1937, and the last Republican offensive at Penarroya, Jan. 1939. 280 counters, 1mi/hex, 1day/turn, btn/rgt/brg/div level. P.Moore'03 / ARTICLES ON: the Spanish Civil War 1936-39; Stalingrad & the End of German Invincibility; Kaiser's Africa Airship; Sydney Reily, Ace of Spies; War Chariot in China; First Sih War, 1845-6.							
65972	Ottomans, Rise of the Turkish Empire#222 (w/ Mag)	n	New	Out-of-Print	1.0	\$22.00	\$18.00	\$10.00
	■ Mag & Game. Strategic level, 2-4 player game of the rise of the Turkish empire, 1453-1571, thruout the eastern Mediterranean and Black Sea areas. Game emphasizes chaotic & changing nature of alliances of the period. Game has a bit of everything (including classic DG proofing errors): diplomacy w/ alliances & backstabbing; land & naval movement; colonization; pillaging; mercenaries. 2 scenarios & campaign game. J.Miranda'04 / ARTICLES ON: Ottomans v Hapsburg in Europe; Intelligence Operations Prior to WWI; Australia & the Solomons; German Assassination Plans for the Big 3 Leaders in Tehran; Frigates; German Radars of WWII; Misunderstandings of Ancient Naval Warfare; Warplan Dropshot & US Planning for WWII; Organization of the US Air Force in the 1950s.							
72421	Khan, Rise of the Mongol Empire #229 (w/ Mag)	n	Like New	Out-of-Print	1.0	\$49.00		\$40.00
	Rear mag cover mildly creased thru poor storage; otherws new & unused. Last copy. ■ Mag & Game. Strategic level, 2-player game of the rapid rise of the Mongolian Empire, 1206-1295 from Japan to France and Egypt. Uses the game system of Charlemagne, Xenophon & Belisarius. Army level, 3 scenarios, 280 counters, 5yrs/turn. J.Miranda'05 / ARTICLES ON: Rise of the Mongol Empire in the 13th Century; Russian Navy in WWI w/ OoB; Lack of Moral Fibre in the RAF Bomber Command in WW2; Confederate Indian Units; Rise & Fall of Alexius Ducas 1204; Australian conquest of German land in WWI; WWII Electronic Warfare; Battle of the Lech, April 1632.							
74185	Lest Darkness Fall, Rome in Crisis #234 (w/ Mag)	n	New	Out-of-Print	1.0	\$23.00	\$18.00	\$12.50
	■ Mag & Game. Simpler, strategic level game of the crisis in the 3rd Century AD for the Roman Empire as various enemies gain strength: the Germanic tribes, Parthia, Palmyra, and rebellious Roman clients. One player defends the Roman borders, the other tries to invade in order to loot or occupy the Roman interior. Play is largely driven by chit draws. 100mi/hex, 10yrs/turn, legion level, 176 counters. T.Bomba, J.Miranda'06 / ARTICLES ON: Lest Darkness Fall, Rome in Crisis, 235-285AD; Eugene of Savoy, Warlord of Enlightenment; Battle of the Azores, 1582; Switzerland in WWII; Air War 1943-4, Luftwaffe v the RAF; Balance of Forces on the Eastern Front, WWII.							
79561	Twilight of the Ottomans #241 (w/ Mag)	n	New	Out-of-Print	1.0	\$24.00	\$15.00	\$7.50
	■ Mag & Game. Div/Corp level game of WW-1 in the Middle East from 1914-8. Covers the Ottoman's assault against the Suez, combat in the Caucasus region, and the Allied attacks from Egypt and the Persian Gulf. 2 scenarios covering the two halves of the war, plus campaign game. 140km/hex; 3mo/turn. Articles on the Ottoman Empire in WW1; the Transcaucasia Front in WW1; the Israeli destruction of Iraq's nuclear program; Russia' i Italy, 1799. J.Miranda'07 / ARTICLES ON: the Turkish Empire in the Great War; the Transcaucasia, the Forgotten Front in WWI; Polish cavalry charges in WWII; Imperial Roman Navy; Pre-Emptive War? Israel & the Destruction of Iraq's Nuclear Program; 199, Marshal Suvarov in Italy.							
80910	Drive on Moscow #244 (w/ Mag)	n	New	Out-of-Print	1.4	\$40.00	\$27.00	\$20.00
	■ Mag & Game. Simpler, operational level game of the final German attempt to sieze Moscow in 1941. Covers the time from 1 Oct thru 7 Dec., from Kursk to Kalinin. 7.5mi/hex, div level, 1wk/turn. 2maps, 352 large counters. Feature ARTICLES ON: 1941 Moscow Campaign; Roman Army at Zama, 202BC; Next Naval War; Rocroi 1643 battle file. 62pg. J.Miranda'07							
83143	First Blood, Second Marne 1918 #248 (w/ Mag)	n	New		1.0	\$39.99	\$17.50	\$5.00
	■ Mag & Game. Tactical level combat between the American Expeditionary Force and German strosstruppen at the Second Marne, July 1918, near Chateau Thierry in the last of the German's offensives of the year. 15-45min/turn, 100yd/hex. T.Bomba'08 Mag contains ARTICLES ON: US 3rd Inf at the Marne 1918; Alex the Great in Afghanistan; Eugene in Hungary 1716. Plus all those ads.							



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Part#	Game Title & Edition	Box	General Condtn	Out of Print ?	Weight (lbs)	List Our Normal Price	Cash Price	Individual Liquidtn Price	
87826	First Air Battle Over Britain #255 (w/ Mag) Vertical crease near spine on mag cover due to poor storage; otherwise new & unused & clean. Last copy. ■ Mag & Game. w/ err counter for Nine Navies War (1). Game of the German zeppelin bombing offensive against S Britain late in WW1. Germans seek to inflict morale damage on SE Britain. Flight/Sqdrn level, 5mi/hex, 1mo or 20min/turn. 3 scenarios. J.Miranda'09 / ARTICLES ON First Btl of Britain; Antipater, defender of Alex the Great's throne & legacy; 2 terrible days in the Am Civil War, btls of Sand Creek & Franklin; the Colombian battalion in the Korean War.	n	Like New	Out-of-Print	0.9	\$39.99	\$19.00	\$15.00	
94516	Frederick's War, Austrian Sucession #262 (w/ Mag) ■ 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.	n	New	Out-of-Print	1.0	\$39.99	\$18.00	\$10.00	
Decision Gms World at War (DECWAW) http://www.decisiongames.com									
141608	Their Greatest Day Article #5 (Mag Only) Orig article cut from mag. ■ Historical article on how the US forces at Omaha Beach on D-Day turned a near defeat into a victory. Full article including color illustrations, as printed in World at War #5 p25-40.	n	Excel	Out-of-Print	0.2	Mag Only	\$2.00	\$0.25	
Game Designers Workshop (GDW)									
122907	2300AD RPG: Deathwatch Program ■ Adventure sourcebook for the 2300AD RPG. Players are offered \$ to transfer a single passenger from Corpus Cristi TX to Monteray Mexico. Simple. But then people start shooting at you. And your support is caught up in the combat. You find yourself locked in a duel that goes across Earth & into space. '90	Bk	Excel	Out-of-Print	0.4		\$2.50	\$0.50	
Game Publicatns GAME FIX (GPGGFx)									
22921	Among Nations #9 (w/ Mag) ■ Mag & game. Simpler, colorful 3-6 player game of horsetrading among nations. Players try to further their own agenda while hindering that of other players. Cards must be cut out prior to play. D.Verssen'95 / Articles on industry news; strategy in Among Nations; interview with Richard Dengel, designer; Van Dorn's Raid at Holly Springs, Dec 1862, scenario for Rebel Yell; optional rules for Ancients; state of the hobby by Jack Greene.	n	New	Out-of-Print	0.6		\$6.95	\$4.00	\$1.00
Gamers (% MMP) (Gamers) http://www.multimanpublishing.com									
135371	Counter Tray, GAMERS Style Tray Couple of large cracks in tray btm repaired. Entirely serviceable. ■ Gamers style 2pc counter tray. Forms a relatively secure tray but is difficult to further secure with tape or paper clips. 20 compartment.	n	Good	Out-of-Print	0.2		\$4.00	\$1.25	\$0.25
Gate Keeper Games (GKG)									
140754	Halfies Dwarf Dice Set (7), Beard Brown ■ Set of 7 dice for RPG game in Beard Brown & Mountain Stone coloration, packaged in a rook tower case.	SC	New	Out-of-Print	0.2		\$13.95	\$3.00	\$1.00
GMT Games (GMT) http://www.gmtgames.com									
148474	Cataclysm: MOUNTED MAP w/ BOX ■ Mounted map, plus a 3" doublecase box (to replace the original 2" bookcase box), for the base Cataclysm game. No other components included. '19	DC	New		2.6	\$39.00	\$27.50	\$21.00	
148937	Falling Sky: Ariovistus Kit ■ Expansion kit for Falling Sky focused on the Germanic threat to Roman dominance of Gaul posed by Ariovistus & his Germanic horde, 58BC (prior to the events of the base game). Allows 1-4 players to game Caesar's first entry into Gaul. Adds more aggressive, non-player forces and sturdy player maps. Also adds a campaign that covers the entire time Caesar was in Gaul. Includes 25 wooden pieces, 52 new cards, upgraded non-player rules. Also includes rules updates. '18	zl	New		1.5	\$38.00	\$22.00	\$19.00	
150544	Manoeuvre: Distant Lands Kit ■ Expanion to base game. Provides 4 decks of army cards for new nations of Sweden, India, China & Japan, each very different than each other as well as armies in the base game. Includes 8 small geomorphic map panels as well as a sheet of counters & rulebook. Fast-playing game of grand tactics battlefield command & combat in the general time frame of the Napoleonic Wars. '17	zl	New		1.2	\$25.00	\$15.00	\$12.50	
148928	Panzer 5th: AFV Data Card Repl Set ■ Complete set of AFV data cards, reprinted so that each nationality is on separate cards to ease play. An optional but convenient fix to a minor problem.	n	New		0.4		\$2.50	\$0.50	
148166	Panzer 5th: Expansion Kit #2 2nd ■ 2021 update. Kit rounding out this series' coverage of the Eastern Front, with AFVs from 1941-45. Adds early-war AFVs, lend lease vehicles, urban warfare. Includes 7 historical scenarios from 1941 on, 2 dbl-sided geomorphic maps, 2 countersheets, 24 data cards. James Day'21	BC	New		2.5	\$45.00	\$26.00	\$22.00	
150200	Time for Trumpets, the Btl of the Bulge ■ Larger, battalion-level game of the Battle of the Bulge, Dec 1944, using ideas from earlier Bitter Woods & Wacht am Rhein games. Units activated thru HQs, formation & supply are key, as well as weather, defensive positions, infiltration, Kampfgruppe Peiper, exploitation movement. Includes historical campaign, plus 6th Panzer Army, 5th Panzer Army Relief of Bastogne, and the Race to the Meuse scenarios. Complex, with high solitaire suitability. 6hrs/turn, 1mi/hex5 maps, 12 countersheets. Playable game system despite size. Bruno Sinigaglio'20	DC	New		5.8	\$149.00	\$80.00	\$75.00	
150005	Versailles 1919 ■ 1-4 player game of the big 4 Entente leaders deciding upon the future of the world in the aftermath of World War I. Each has national goals, and must field the growing nationalism around the globe. Uses a card bidding system to determine your influence in settling issues in a way aligned to your goals while maintaining domestic supporters, all while facing regional crises. Once you gain control of one of the 53 issues, you have choices of what course to take, which influences the world even today. And the world reacts to the choices made with long-term consequences. 120 cards, mounted map, 1 countersheet. Includes solitaire rules module. Mark Herman, Geoff Engelstein'20	DC	New		4.2	\$89.00	\$55.00	\$49.00	



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148516	Wing Leader, Supremacy 1943-45 2nd	DC	New		4.8	\$87.00 \$53.00	\$42.50
	<ul style="list-style-type: none"> 2022 reprint. Second in an intended series of faster-playing games covering massed aerial combat in WWII in a unique & intuitively understandable way. This second game in the series covers the period in the last 2 years of the war in which the Allies gained dominance in the air. Presents squadron & flight-sized air battles using a unique side-view of the air space. Includes both European & Pacific theaters, with 48 aircraft from 7 nations' aircraft represented. Includes jet fighters & kamakaze attacks against picket defenses. Includes detailed air crew quality & special weapons like rockets. 4 countersheets, mounted map. L.Brimmicombe-Wood'22 						
150527	World at War 3rd	DC	New		6.2	\$195.00 \$110.00	\$99.00
	<ul style="list-style-type: none"> 2018 Reprint. Evolution & further development of AH's Advanced Third Reich & Emp of Rising Sun. Completes the game system, refining the rules with various enhancements. 12 scenarios & campaigns. Adds named capitol ships, naval construction, oil consumption, diplomacy rules, and additional terrain types. A massive game set with 10 countersheets, 4 maps. 3mo/turn, 60 or 100mi/hex, Div/corp level, individ cap ships. Complex. B.Harper'18 						
GMT C3i Magazine (GMTC3i)		http://www.gmtgames.com					
51753	C3i # 6 (w/ Mag)	n	New	Out-of-Print	0.5 Mag Only	\$12.00	\$5.00
	<ul style="list-style-type: none"> w/SPQR modules for Btl of Telamon, 225BC, Mago in Celt-Iberia, 207BC, & Btl at the Po River, 203BC; ARTICLES ON: Schweinfurt Raids scenario for 8th Air Force. Variants for Rise Luftwaffe, Britain Stands Alone, 3Days Gettysburg. Errata for Brit Stands Alone, 3Days Gettysburg, 8th AF, Diadochi. '96 						
95271	C3i Magazine #24 (w/ Mag)	n	New	Out-of-Print	0.9 Mag Only	\$55.00	\$49.00
	<ul style="list-style-type: none"> W/ 140 counters (Btl Normandy (66), SPQR War Elephant (4), Chariots of Fire (3), SPQR Crotona (3), SPQR (6), Serpents of Sea (12), Hellenes (14), Ship of LLine (2), Elusive Victory (18), Washington's War (14)); 4 insert cards for Hellenes; Scheldt campaign insert for Combat Commander; C&C Camulodunum & Mona Insulis scenario insert; SPQR player aid card insert; 4 Btl for Normandy play aid inserts; 2 Washington's War inserts; Jena 20 play aid insert. ARTICLES ON: Asymmetrical strategy in Washington's War; Optional rules & scenario variants for Btl for Normandy; Hellenes campaign game strategy & play hints; Combat Commander index to C3i articles; 6 New aircraft for Elusive Victory w/ 3 scenarios; designers' notes for P500 games; Asia Engulfed analysis & strategy; SPQR Crotona scenario; Caucasus Campaign strategy. '10 						
Legion Wargames (Legion)		http://www.LegionWargames.com					
150173	Fire on the Mountain	BC	New		1.3	\$62.00 \$44.00	\$38.00
	<ul style="list-style-type: none"> Game of Sept 1862 actions around Turner's Gap & Fox's Gap during the Confederate invasion of the north that year, and Stonewall Jackson's siege of Harper's Ferry. 3 Confederate brigades, later reinforced by 2 of Longstreet's divisions, are charged with blocking three Union corps. Ultimately, only the Union's delay allowed the Confederates to avoid defeat. 218 counters, brig level, 300yd/hex, 1hr/turn. John Poinske'22 						
Mavfair Games (Mavfr)		http://www.coolgames.com					
106666	Mayfair Promo Expansion Set # 9	n	New	Out-of-Print	0.2	\$5.00	\$0.50
	<ul style="list-style-type: none"> Countersheet w/ counters for Patrician (6) and Hot Tin Roof (30). Includes 1pg of rules removed from a trade mag in which this promo kit was published. 						
105955	Mayfair Promo Expansion Set #10	n	New	Out-of-Print	0.2	\$5.00	\$0.50
	<ul style="list-style-type: none"> Countersheet w/ 4 very large counters for Bedpans & Broomsticks (2) & Whitewater (2). Includes 1pgs of rules removed from mag in which this promo kit was published. 						
108019	Mayfair Promo Expansion Set #14	n	New	Out-of-Print	0.3	\$3.00	\$0.50
	<ul style="list-style-type: none"> Promotional variant kit w/ a large die cut tiles for each of 2 games, Bacchus Banquet & Mad City. Includes 1pg of brief rules torn from an industry mag in which this appeared. '15 						
109221	Mayfair Promo Expansion Set #15	n	New	Out-of-Print	0.3	\$5.00	\$0.50
	<ul style="list-style-type: none"> Promotional variant kit w/ die cut counters for two games, Steam (5 Demanding Suppliers) & Asgard's Chosen (3 Glacier tiles). Includes 1pg of brief rules torn from an industry mag in which this appeared. '15 						
109223	Mayfair Promo Expansion Set #16	n	New	Out-of-Print	0.4	\$5.00	\$0.50
	<ul style="list-style-type: none"> Promotional variant kit w/ die cut counter for 2 games, Hot Tin Roof (21) and Road Rally USA (3). Includes 1pg of brief rules torn from an industry publication this variant was found in. '15 						
109760	Mayfair Promo Expansion Set #18	n	New	Out-of-Print	0.4	\$3.00	\$0.50
	<ul style="list-style-type: none"> Promotional variant kit with die cut counters for two games: Flea Market (16) & Giza (4), together w/ 1pg of rules torn from a trade publication in which this was published. '15 						
Miscellaneous MAG Publshr (MiscMg)							
117647	Games Magazine #23 (Mag Only)	n	Excel	Out-of-Print	0.6 Mag Only	\$1.00	\$0.25
	Remainder hole drilled thru upper right corner of entire mag. Otherws mint. ■ Mag of general interest, simple games & puzzles.						
Miscellaneous Publishers (Misc)							
148678	ASL:Scenario Bundle MISC	n	Excel	Out-of-Print	0.2	\$1.00	\$0.25
	Miscellaneous bundle of scenarios from various publishers. Includes scenarios E,85,139,140, Tac19, AP35, CH81a, CH83a. All are color photocopies. ■ Miscellaneous bundle of scenarios from various publishers. Includes scenarios E,85,139,140, Tac19, AP35, CH81a, CH83a. All are color photocopies.						
Multi-Man Publishing. (MMP)		http://www.advancedsqadleader.com					
147735	ASL: Board SET 2, Cardstock LAMINATED	LB	Excel	Out-of-Print	1.2	\$30.00	\$18.00
	MUST SHIP FLAT. ■ Set of 6 double-sided, cardstock version, starter kit maps, each professionally laminated. Includes 4a/b, 5a/b, 6a/b, 7a/b, 8a/b, 9a/b. 16.5x11.5" rectangles.						
147733	ASL: Board SET, Cardstock LAMINATED	GB	Excel	Out-of-Print	12.5	\$199.00	\$39.00
	MUST SHIP FLAT. ■ Set of maps #1-55, 60-63, 73, q - z (70 maps total, each 22.25x8.25".						



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			Condtm				Price	Cash Price	
148715	Front Toward Enemy	BC	New			1.6	\$70.00	\$55.00	\$42.50
	Last copy. ■ Game of company/pltn level tactical combat in Vietnam, the level at which this game suggests the US lost its war. Uses a fast playing system that puts player in the role of company commander. 50m/hex, 5min/turn, 1-4man fireteam/counter. 10 scenarios that recreate twelve mission types that characterized the US war in Vietnam (including airmobile assaults, search & destroy, etc). 3 countersheets, 2 maps. Joe Chacon'19								
132987	Salerno, the 1943 Invasion of Italy	BC	New		Out-of-Print	1.3	\$42.00	\$29.00	\$20.00
	■ First of the Variable Combat Series, this covering the Allied invasion of southern Italy, 1943, including the main landings at Salerno & also at Taranto & the toe of Italy. Map divided into 3 separate areas (Salerno, Foggia & Taranto) of 1-3mi/hex linked by logistical tracks that are key to the game. Historical scenario + 3 what-ifs. 2 countersheets, 2 maps. N.Kilgore'15								
Multi-Man SKIRMISHER Mag (MMPSki)									
150723	Skirmisher Magazine #3 (Mag Only)	n	New			0.3	Mag Only \$20.00	\$16.00	\$15.00
	■ Magazine supporting the Great Campaigns of the Am Civil War game series. ARTICLES ON: Preview of On to Richmond II (w/ Grant Takes Command included); Long Road to Gettysburg strategic variant (via download; Streamline version of Atlanta is Ours Advanced Game Rules. '22								
SPI Games (SPI)									
108537	Combined Arms, Combat Ops 1935-70 2nd	FT	Excel		Out-of-Print	0.8		\$15.00	\$8.00
	Complete. Packaged in a Flatray. Aging masking tape on inner tray. One penciled annotation in rules. 1 tray corner cracked. Otherws clean. ■ 2nd ed is a box reprint of game in S&T#46. Intriguing attempt to show combined arms techniques in operation combat in multi-scenarios spanning the period from the beginning of WWII to the then-contemporary period of the 1970s. J.Dunnigan'74.								
108536	Combined Arms, Combat Ops 1935-70 2nd	FT	Excel		Out-of-Print	0.8		\$20.00	\$12.50
	20% punched, clean & complete. ■ 2nd ed is a box reprint of game in S&T#46. Intriguing attempt to show combined arms techniques in operation combat in multi-scenarios spanning the period from the beginning of WWII to the then-contemporary period of the 1970s. J.Dunnigan'74.								
SPI MOVES Magazine (SPIMov)									
150996	Moves Magazine (SPI) #38 (Mag Only)	n	VeryGd		Out-of-Print	0.4	Mag Only	\$4.00	\$1.00
	1x3" inventory label on cover, mailing label on rear cover. Some mild wear. ■ ARTICLES ON: Charlie Robert awards; Battleline in the Air: Air Force & Dauntless analysis; Objective Atlanta profile; Machiavelli 1st analysis; Mighty Fortress analysis & ERRATA; Red Sun Rising analysis; La B d'Auerstadt pan. '78								
SPI S&T Magazine Games (SPIS T)									
99121	Tank! #44 (w/ Mag)	n	Mint		Out-of-Print	0.7		\$20.00	\$15.00
	Slight sun discoloration to rules cover page. Unpunched. Last copy. ■ Mag & game. Base Tank! game focusing on the basics of combat between individual AFVs, tanks and infantry fire teams. Includes specs for a good crosssection of AFVs from World War II. Base game includes 100 counters & rather basic rules. J.Dunnigan'74 / ARTICLES ON: Tank, a Weapon Systems Survey; Sea War in the Age of Sail, 1650-1830.								
92835	Combined Arms, Combat Ops 1935-70 #46 (w/ Mag)	n	Mint		Out-of-Print	0.8		\$22.00	\$17.50
	Unpunched. 2 mag center pgs have metal discoloration near spine. Otherws clean. ■ Mag & Game. Game is an attempt to show the application of combined arms tactics in 5 platoon/company level scenarios, WW2 & the Yom Kippur War of 1973. 200 counters, co/btln level, 1hr/turn, 300m/hex. J.Dunnigan'74 / ARTICLES ON: Combine Arms, Combat Operations in the 20th Century; Patrol, Modern Infantry Tactics 1914-74; StarForce Players Notes & Strategy.								
130955	Combined Arms, Combat Ops 1935-70 #46 (w/ Mag)	n	Mint		Out-of-Print	0.8		\$25.00	\$25.00
	Cherry. ■ Mag & Game. Game is an attempt to show the application of combined arms tactics in 5 platoon/company level scenarios, WW2 & the Yom Kippur War of 1973. 200 counters, co/btln level, 1hr/turn, 300m/hex. J.Dunnigan'74 / ARTICLES ON: Combine Arms, Combat Operations in the 20th Century; Patrol, Modern Infantry Tactics 1914-74; StarForce Players Notes & Strategy.								
114175	Strategy & Tactics (SPI) # 47 (Mag Only)	n	Excel		Out-of-Print	0.4	Mag Only	\$5.00	\$2.50
	■ Mag only; no rules. ARTICLES ON: German Submarine Warfare in the Atlantic, 1939-43; World War III, the Potential for conflict in the 1970s; Main Article Index for S&Ts 19-47.								
98782	Frederick the Great #49 (w/ Mag)	n	Mint		Out-of-Print	0.8		\$32.00	\$25.00
	19 units loose in strips from tree. V.clean. Last copy. ■ Mag & game. 4 scenarios game covering Frederick the Great in the Seven Years War. Elegend system rewards a war of maneuver. F.Davis, E.Curran'75 / ARTICLES ON: Frederick the Great, Campaigns of the Soldier King 1740-63; Blue & Gray Battles of Shiloh, Antietam, Gettysburg & chickamauga.								
105453	Breitenfeld #55 (w/ Mag)	n	Mint		Out-of-Print	0.8		\$22.00	\$17.00
	Very clean. ■ Mag & Game. 5th gm in 30yrs Qd. Gustov Adophus's Swedes meet the then-dominant Imperialists under Tilly, 1631. J Nelson'76 / ARTICLES ON: the Thirty Years War; brief reviews of: STRIFE Siege of Port Arthur, FLYBUFF Viva! (Mexico) & Nuclear Destruction, JAGD March on India, RAND Wellington in the Peninsula; Review of Ancient & Medieval Armies (of the Prestags game series); Battle for Wurzburg, Current Situation & future battle within the game.								
99128	Breitenfeld #55 (w/ Mag)	n	Mint		Out-of-Print	0.8		\$23.00	\$20.00
	■ Mag & Game. 5th gm in 30yrs Qd. Gustov Adophus's Swedes meet the then-dominant Imperialists under Tilly, 1631. J Nelson'76 / ARTICLES ON: the Thirty Years War; brief reviews of: STRIFE Siege of Port Arthur, FLYBUFF Viva! (Mexico) & Nuclear Destruction, JAGD March on India, RAND Wellington in the Peninsula; Review of Ancient & Medieval Armies (of the Prestags game series); Battle for Wurzburg, Current Situation & future battle within the game.								
107485	South Africa, Vestige of Colonialism #62 (w/ Mag)	n	Mint		Out-of-Print	0.8		\$20.00	\$12.00
	Last copy. ■ Mag & game. Guerilla & conventional revolt in S.Afrika thru the '70s. I.Hardy'77 / ARTICLES ON: South Africa, Vestige of Colonialism; Fulda Gap, the First Battle of the Next War; October War errata.								
107619	Strategy & Tactics (SPI) # 70 (Mag Only)	n	Excel		Out-of-Print	0.4	Mag Only	\$4.00	\$2.00
	■ Mag only; no rules. ARTICLES ON: the Crusades, Western Invasion of the Holy Land, 1097-1191; NATO Division Commander, C&C in the Modern Battlefield Environment; Horses in War; Index to Errata Published thru Aug'78 (typically in Moves Mag).								



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						Price	Cash Price	
107569	Armada, 1st #72 (w/ Mag) Cherry. ■ Mag & Game. Strategic level land & naval conflict between Spanish Empire & English/Dutch forces thruout Europe, 1585-1604. 1st ed decidedly underdeveloped; 2nd ed rules strongly suggested. S.Hart'79 / ARTICLES ON: The War with Spain & the Sinking of the Spanish Armada, 1585-1604; Ships that Controlled the Seas 1914; Roman Siege Warfare; Mechanized Warfare in the 1980s; ERRATA for Cassino #17; Brief reviews of recently published games; Modern Naval Radar Jamming.	n	Mint	Out-of-Print	0.8	\$18.00		\$15.00
131180	Armada, 1st #72 (w/ Mag) Cherry. ■ Mag & Game. Strategic level land & naval conflict between Spanish Empire & English/Dutch forces thruout Europe, 1585-1604. 1st ed decidedly underdeveloped; 2nd ed rules strongly suggested. S.Hart'79 / ARTICLES ON: The War with Spain & the Sinking of the Spanish Armada, 1585-1604; Ships that Controlled the Seas 1914; Roman Siege Warfare; Mechanized Warfare in the 1980s; ERRATA for Cassino #17; Brief reviews of recently published games; Modern Naval Radar Jamming.	n	Mint	Out-of-Print	0.8	\$18.00		\$15.00
116460	Paratroop #77 (w/ Mag) Last copy. ■ Mag & Game. 3 games covering key airborne assaults during WWII: Eben Emeal (Belgium 1940), Crete (1941), Red Devil (Arnhem 1944). / ARTICLES ON: Paratroop, History of Airborne Operations; Cityfight, Combat in the Urban Environment; Great Medieval Battles, 1001-1500AD.	n	Mint	Out-of-Print	0.8	\$20.00		\$12.50
35944	Tito & His Partisan Army, Yugoslavia #81 (GameOnly) ■ GameOnly. Guerilla war in Yugo thruout war using area move. Never a popular game, an innovative & accurate system nonetheless. D.Rustin'80	n	Mint	Out-of-Print	0.4 Game Only	\$12.00	\$5.00	\$3.00
101278	Tito & His Partisan Army, Yugoslavia #81 (w/ Mag) Clean. ■ Mag & Game. Guerilla war in Yugo thruout war using area move. Never a popular game, but an innovative & accurate system nonetheless. D.Rustin'80 / ARTICLES ON: Tito & His Partisan Army in Yugoslavia, 1941-5; Chemical Warfare, Prospectives & Potential; Israeli Air Force & Order of Battle.	n	Mint	Out-of-Print	0.8	\$12.00	\$9.00	\$5.00
105650	Tito & His Partisan Army, Yugoslavia #81 (w/ Mag) Rules separated. ■ 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.	n	Mint	Out-of-Print	0.8	\$12.00	\$7.50	\$6.00
131173	Kaiser's Battle #83 (w/ Mag) Sml dog ear to corner of map, otherws cherry. ■ Mag & Game. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80 / ARTICLES ON: Kaiser's Battle, German Offensive in March 1918; Laws of War, Soviet Tank Repair in WWII; Task Force, US & Soviet Naval Doctrine in 1980s.	n	Mint	Out-of-Print	0.8	\$12.00	\$10.00	\$5.00
98798	Kaiser's Battle #83 (w/ Mag) ■ Mag & Game. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80 / ARTICLES ON: Kaiser's Battle, German Offensive in March 1918; Laws of War, Soviet Tank Repair in WWII; Task Force, US & Soviet Naval Doctrine in 1980s.	n	Mint	Out-of-Print	0.8	\$14.00		\$9.00
131172	Operation Grenade #84 (w/ Mag) Mag cover v.mildly scuffed, otherws cherry. Last copy. ■ Mag & Game. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81 / ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805.	n	Mint	Out-of-Print	0.8	\$12.00	\$10.00	\$7.00
111854	Fighting Sail #85 (w/ Mag) Last copy. ■ Mag & Game. 9 scenario game of small scale naval battles from the Am Rev & Napoleonic era between British, French & American ships. Good simulation of ship-ship combat in the age of sail, but not nearly as much fun as Wooden Ships & Iron Men. J.Balkoski'81 / ARTICLES ON: Fighting Sail, Sea Combat in the Age of Canvas & Shot, 1775-1815; Singapore, Campaign for Malaya Dec 1941-Feb 1942; Brief reviews of: Assault on Tobruk, Campaigns of Napoleon, Dark Star.	n	Mint	Out-of-Print	0.8	\$25.00		\$19.00
56980	Cedar Mountain #86 (w/ Mag) ■ Mag & Game. GBACW v.4. Union troops under Banks surprise a superior force under Stonewall, Aug '62, then must fight for their lives. 30min/turn, 125yd/hex, 30min/turn. D.Bush, J.Simon, A.Williams'81 / ARTICLES ON: Cedar Mtn, Prelude to Bull Run; the Alamo & the Texas War for Independance, 1835-61; Operational Update at SPI.	n	New	Out-of-Print	0.8	\$14.00		\$5.00
96853	Strategy & Tactics (SPI) # 89 (Mag Only) Center pages loose from staples. ■ Mag only; no rules. ARTICLES ON: Sicily, the Race for Messina; Lee v McClellan, the Maryland Campaign, Sept. 1862; Brief reviews of: Hitler's War 1st, Command at Sea 1st, Trenchfoot.	n	VeryGd	Out-of-Print	0.4 Mag Only	\$3.00		\$2.00

TSR Games (TSR)

140737	Twilight War Substantially complete: missing 6 counters, ID included; No counter tray. Otherws clean. ■ Simple 2-4 player game of French Resistance, 1944. 1984.	BC	VeryGd	Out-of-Print	1.2	\$35.00	\$8.00	\$4.00
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TSR S&T Games (TSRS T)

107457	Monmouth #90 (w/ Mag) Cherry. Last copy. ■ Mag & Game. First TSR issue. Battle of Monmouth, June 1778, the longest battle of the Am Revolution. Washington attacks the Brits as they retreat from Philadelphia, catching their rearguard under Clinton. Rgt level, 20min/turn, 100yd/hex. D.Martin, L.Millman, E.Smith'82 / ARTICLES ON: Battle of Monmouth, US Takes the Offensive, June 1778; '73, the Arab-Israeli Conflict.	n	Mint	Out-of-Print	0.8	\$20.00		\$15.00
97415	Singapore, Fall of Malaya #96 (w/ Mag) Cherry. ■ Mag & Game. Game of the Japanese blitzkrieg down the Malayan Peninsula to Singapore and the latter's capture, Dec 1941-May 1942. Colorful map, 100 counters, yet a fairly wild game. 16mi/hex (3.4mi on Singapore map), 1wk/turn (56hrs on Singapore), rgt/brig level. C.Kamps'84 / ARTICLES ON: First Anglo-Argentine war, 1806; Return of the Battleship; Planning the Pacific War, to the Malay Barrier; Honing Gleam of Havoc, Analysis & Strategy w/ Commitment optional rules; Berg's Review of games: Operation Konrad, Lawrence of Arabia #24, PWG Gazala, Barbarian Kingdom Empire; errata for Nordkapp #94, Red Sun Rising; Creative porcess in game design; Nordkapp #94 variants, strategy, new rules & counter images.	n	Mint	Out-of-Print	1.0	\$25.00		\$18.00



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Part#	Game Title & Edition	Box	General Condtn	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
117283	Trail of the Fox #97 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$19.00	\$12.50
	Rules separated. ■ Mag & Game. Btl-n-regt level game of the Tunisian campaign, Nov'42-May'43, using the Desert Fox system (and mating with that game to cover all of the War in N.Africa (when including Fox Killed article from S&T Special #1). RECOMMENDED game system. Btl-n/Rgt/Brig/Div level, 16km/hex, 1mo/turn 200 counters, 16km/hex, 1mo/turn. D.Niles'84. / ARTICLES ON: Fight for Tunisia; Small Unit Combats in 1980s; Berg's Review of Games: Never Call Retreat, One World, 14 Ottobre Hastings, Port Stanley, Hannibal & Mohawk, Soldiers of the Queen Replay.						
122720	Trail of the Fox #97 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$22.00	\$17.50
	Includes errata & variant rules. ■ Mag & Game. Btl-n-regt level game of the Tunisian campaign, Nov'42-May'43, using the Desert Fox system (and mating with that game to cover all of the War in N.Africa (when including Fox Killed article from S&T Special #1). RECOMMENDED game system. Btl-n/Rgt/Brig/Div level, 16km/hex, 1mo/turn 200 counters, 16km/hex, 1mo/turn. D.Niles'84. / ARTICLES ON: Fight for Tunisia; Small Unit Combats in 1980s; Berg's Review of Games: Never Call Retreat, One World, 14 Ottobre Hastings, Port Stanley, Hannibal & Mohawk, Soldiers of the Queen Replay.						
96862	Strategy & Tactics (TSR) # 99 (Mag Only)	n	VeryGd	Out-of-Print	0.4 Mag Only	\$3.00	\$1.00
	Btm 1/4 of mag cover torn off entirely & restored/largely repaired with tape. Narrow gap remains at btm near spine. No rules. ■ Mag only; no rules. ARTICLES ON: POW Guard to Prisoner Ratios in WW2; Unluck US XI Corp in the Am Civil War; Resistance in Afghanistan; Napoleon's Fight for Empire, Btl of Luetzen 1813; the Armies of 1813; GenCon Minis award winners; Berg reviews: ADG Empires in Arms 1st, Napoleonic Wars trilogy, GDW Third World War series (Btl for Germany, Southern Front), WEG Killer Angels, QTRDCK Grant Moves South; ERRATA for Trail of the Fox #97.						
131202	Monty's D-Day #102 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$25.00	\$15.00
	Cherry. Last copy. ■ Mag & Game. Co/Btl level game of the battles on the first day along the British sector of the D-Day invasion. Emphasizes deployment formation as the key variable for movement or combat. 200 counters, 2 scenarios. Popular game. J.Prados'85 / ARTICLES ON: the British at D-Day; Heavenly Kingdom of Great Peace - Rebellion in China 1850-64; the French Rapid Action Force; Variant for Napoleon's Last Battles; Napoleon's Available Forces in 1815; Abbreviated index to S&T games & lead articles published thru #102; Reviews of: SIMCAN Schnellboote and Power & Resolution, AH Hitler's War 2nd, 3W China Incident #37, Moscow '41; Reflections on the Decline of Wargaming; Replay with ERRATA of Thunder at Luetzen #99 and Superpowers at War #100.						
97461	Ruweisat Ridge #105 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$19.00	\$15.00
	Cherry. Last copy. ■ Mag & Game. Grand tactical game of btls near El Alamein, July 1942. Rgt/brig/div level, 100 counters, Includes an activation system, with constraints on German forces. 1.5mi/hex, 1day/turn. D.Niles'85 / ARTICLES ON: US Invasion of Abemama 1943; Punishment in the Roman Legions; NATO v Warsaw Pact Force Balance; Limits of Mongol Accomplishments; Ruweisat Ridge, the first battle of El Alamein, July 1942; US M3 Grant Tank; Siege of Alesia 52BC; Gettysburg Revisited; Berg reviews: SGP Gates of Moscow, Behind Enemy Lines, WWW End of the Iron Dream #42, VG Sixth Fleet; Summer 1942 East Front scenario for WWII ETO 2nd; strategy in Road to Vicksburg #103, with new scenario & ERRATA; problems of modern wargaming: OoBs, maps & theory; ratings of ~100 games.						
VAE VICTUS Magazine (VaeVic)		http://vaevictis.histoireetcollections.com/en/home.html					
93814	Loups Gris en Atlantique #90 (w/ Mag)	n	New	Out-of-Print	0.8	\$14.00	\$9.00
	■ Mag + Game. w/68pg mag. Somewhat abstracted solitaire game of tour of individual U-Boats in 1941 in the mid-Atlantic. Multiple sub types with gunnery, AA, torpedoes, special weaponry, & sepcial events. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '10						
West End Games (D6 Legend) (WEG)							
123015	Junta, 2nd	BC	VeryGd	Out-of-Print	1.5	\$30.00 \$12.50	\$5.00
	Missing 3 blanks, counterset otherws complete. Missing 4 cards, ID unknown. Otherws complete. ■ Straight reprint of this simple & wild multiplayer game of power politics. E.Goldberg'02						
WWW Strategy & Tactics (WWWS T)							
105722	Korea, the Mobile War #111 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$22.00	\$15.00
	Rules separated. Sml lite spot on mag cover. Last copy. ■ Mag & Game. 1st 3W issue. Game covers the first 12 months of the Korean War 1950-1, in 4 scenarios. rgt/div level. Good Game. 200 counters, 1wk/turn, rgt level, 19km/hex. D.Ritchie'87 / ARTICLES ON: Naval Battle of Gallipoli 1915; American Armored Divisions, 1934-40; Charles XII; World's military forces stationed outside home nations; Korea, the Forgotten War; China's Fighting Hordes, the People's Liberation Army in 1950; Berg's Review of Games: VG 2nd Fleet, 3W Aspern-Essling #49; HOBJAP Malaya-Burma, WEG Chickamauga; Designer's notes for Target Libya #107 with ERRATA; Campaign Game variant for TSR Sniper! 2nd.						
105663	Patton Goes to War #112 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$13.00	\$10.00
	Rules separated. Very clean. ■ Mag & Game. US offensive in s. Tunisia, Mar-Apr 43, led by Patton using the BtIs of NAFrica game system. Co/btl-n/rgt level, 2mi/hex, 12hrs/turn, 200 counters. V.von Borries'87 / ARTICLES ON: Interview with Rodger MacGowan, Keith Poulter & Alan Emrich; German Occupation Forces in WW2; Chinese Revolution 1945-9; Breakthru to the Coast, US II Corp at El Guettar & Maknassy, Tunisia, 1943; Austro-Hungarian Army in the 7 Years War; Berg reviews: VG Aegean Strike, Mare Nostrum, OMEGA AirLand Battle, MB Fortress America 1st; Additions & addtl scenario for Target Libya #107; ERRATA for Terrible Swift Swords 2nd (3pgs). '87						
131007	Patton Goes to War #112 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$15.00	\$12.00
	Cherry. ■ Mag & Game. US offensive in s. Tunisia, Mar-Apr 43, led by Patton using the BtIs of NAFrica game system. Co/btl-n/rgt level, 2mi/hex, 12hrs/turn, 200 counters. V.von Borries'87 / ARTICLES ON: Interview with Rodger MacGowan, Keith Poulter & Alan Emrich; German Occupation Forces in WW2; Chinese Revolution 1945-9; Breakthru to the Coast, US II Corp at El Guettar & Maknassy, Tunisia, 1943; Austro-Hungarian Army in the 7 Years War; Berg reviews: VG Aegean Strike, Mare Nostrum, OMEGA AirLand Battle, MB Fortress America 1st; Additions & addtl scenario for Target Libya #107; ERRATA for Terrible Swift Swords 2nd (3pgs). '87						
96874	Strategy & Tactics (WWW) #114 (Mag Only)	n	Excel	Out-of-Print	0.4 Mag Only	\$2.50	\$1.00
	Several finger prints on mag cover. No rules ■ Mag only; no rules. ARTICLES ON: Pancho Villa's Movie Deal; Ratios Among the Arms in 1914; Defoliants Against Japan 1944-5; Daumesnil, Napoleon's Guardian Angel; Active Military Forces 1987; Clash on the Danube, Apr 1809, pt 2: Eckmuhl; AirLand Battle Doctrine; ERRATA for Korea #111 & Abensburg #113.						



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Part#	Game Title & Edition	Box	General Condtn	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
130998	Kanev, Parachutes Across the Dnepr #115 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$20.00	\$15.00
	Cherry. Last copy. ■ Mag & Game. Game of the Soviet Sept. 1943 offensive seeking to break the Dnepr River before the Germans could solidify their defense. The offensive was backed by the largest Soviet airdrop in WW2. 200 counters, div/brig/rgt level, 1mi/hex, 8hrs/turn. J.Prados'87 / ARTICLES ON: Parachutes across the Dnepr; Tarleton's Quarter at the Waxhaws; German Naval Radar in WWII; France's dearth of draft-age males on the eve of WWII; Kanev designers notes; extensive Abensberg & Echmuhl ERRATA; The 1862 Vicksburg Campaign.						
105655	Campaigns in the Valley #123 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$16.00	\$6.00
	Preowned but unpunched & unplayed. ■ Mag & Game. Includes variant counters for Indian Mutiny (1), End Iron Dream (16), House Divided leaders variant (12). Operational level, 2 scenario game depicting the 1862 & 1864 campaigns in the Shenandoah Valley. 100 counters, 2.5mi/hex, 2days/turn. Unnecessarily bland map for such a beautiful valley. R.M. 2.5mi/hex, 2day/turns. R.Markham, M.Seaman'88 / ARTICLES ON: Pompey & the 49BC Campaign; modern French Foreign Legion; Campaigns in the Shenandoah Valley; ERRATA for Indian Mutiny #121 & Nicaragua #120; Netherland's Army in 1815; German Aircraft Carriers in WW2.						
131017	Anzio Beachhead 2nd [90] #134 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$29.00	\$15.00
	Cherry. Last copy. ■ Mag & Game. Operational, btl/rgt game of Allied invasion at Anzio, & the German attempt to first drive them back into the sea & then simply to contain them. Fast playing, simpler system adapted from the '70 game, and now a tense game. 0.9mi/hex, 2days/turn. V.von Borries'90 / ARTICLES ON: NCOs in the Armies of 1914; Firearms & the Unification of Japan; the Spanish Foreign Legion in the Rif Wars (1919-27); the US 6th Corp at Anzio Beach 1944; American 'Next War' Literature, 1900-35; Hitler's Last Gamble, the Ardennes Campaign in WWII (D Parker). '90						
WWW Wargamer Magazine (WWWmag)							
12844	Race to the Meuse #26 (w/ Mag)	n	New	Out-of-Print	0.5	\$16.00	\$10.00
	Last copy. ■ Mag & Game. Operational level game of the height of the Battle of the Bulge, 22-27 Dec 1944, as Pz Lehr, 116 Pzr & 2nd Panzer strive to breach the Meuse River near Dinant. Integrates movement & combat, and emphasizes German supply. 6hrs/turn, 1.25km/hex, btl level, 3 scenarios. B.McWilliams'83. / ARTICLES ON: Historical notes on the race to the Meuse; errata for Never Call Retreat; J.Dunnigan talks of the future of the industry & the collapse of SPI; review of AH's Up Front & VG's Ambush!; replay of Decision at Kasserine #23; brief reviews of VG's Gulf Strike, National Liberation Front, SIMCAN's Scourge of God, YAQ's Close Assault, VG's Hell's Hiway & Civil War.						
12880	Lodz 1914, Blitzkrieg in the East #29 (w/ Mag)	n	New	Out-of-Print	0.5	\$15.00	\$7.50
	■ Mag & Game. German Nov 1914 offensive toward Lodz, Poland, attacks Russian forces in detail but massed Russian reinforcements stop them and encircle one corp which breaks out in an unexpected direction. A stalemate after game's end when German reinforcements arrive from the west. 3.2km/hex, 1day/turn. Relatively complex. D.Bolt'84 / ARTICLES ON: The Eastern Fron, Aug-Dec 1914; review of MIH's Ring of Steel; replay of VG's Ambush scenario 3; review of ADG's Empire in Arms 1st & GTD's Napoleon's Campaigns; brief reviews of Ace of Aces Flying Machines, MOORE's Operation Konrad, SIMCAN's Peloponnesian War 2nd, JERSEY Silo-14, Secret Agents, CLOSE's Hovertank.						
12369	West Wall #35 (w/ Mag)	n	New	Out-of-Print	0.5	\$15.00	\$10.00
	Last copy. ■ Mag & Game. Small, double-blind game of the Allied drive into Germany until its defeat, Spt'44 - Apr'45. Covers the entire German frontier and central Germany. Corp level. Map is functional but drab. 1/2mo/turn. T Bomba'84 / ARTICLES ON: Breaching the Westwall historical article plus designer's notes; review of games on the battle of The Wilderness, 1864; new scenarios for QTRDCK's Royal Navy; Lutzen 1813 #32; strategy in Lawrence of Arabia #24; review of two GDW double blind games: Normandy Campaign & 8th Army; brief reviews of Rolling Thunder, Killer Angels; errata for Nap at Lutzen #32, Khyber Rifles #34 & critical errata for Lesnaja variant for Peter the Great #27.						
12561	Wellington v. Massena #43 (w/ Mag)	n	New	Out-of-Print	0.5	\$15.00 \$12.00	\$7.50
	■ Mag & Game. Grand tactical game of the btl of Fuentes de Onoro, the French attempt to lift Wellington's siege of Almeida, Portugal, May 1811. 480m/hex, 1hr/turn, 100 counters. P.Dangel'85 / ARTICLES ON: Welling v Massena at Fuentes D'Onoro; Operation Battleaxe in Hellfire Pass #39; review of SIMCAN's Lebensraum; playing the Roman's in Hell Hath No Fury #38; brief reviews of Pax Britannica, Baltic 1985; one gamer's perspective on Origin awards; extensive Holy Roman Empire #33 errata.						
13820	MacArthur, Road to Bataan #44 (w/ Mag)	n	Like New	Out-of-Print	0.7	\$12.00 \$5.00	\$2.50
	Secondary countersheet printed askew causing stacking value, unit ID & , combat values, aircraft attack factors to be offset on all (100) counters. Color photocopy of properly printed countersheet included for reference or substitution. Otherw's new. ■ Mag & Game. Btl/rgt lvl gm of Jap. invasion of Luzon, Phillipines, Winter 1941. Sml Jap. force must sieze control of a large island with its key facilities intact from an ill-equipped but larger garrison. Garish map! 300 counters, 4days/turn, col/btl/rgt level. J.Green'85 / ARTICLES ON: A Tale of Two War Plans: The US & Japan in the Phillipines; strategy in Port Stanley #28; review of VG Pax Britannica; strategy for End of the Iron Dream #42; brief reviews of: GDW Arctic Front, VG Sixth Fleet; Origins '85.						
13954	Struggle for Stalingrad #47 (w/ Mag)	n	New	Out-of-Print	0.5	\$20.00	\$15.00
	■ Mag & Game. Sml, div lvl, area move game of the German attempt to capture Stalingrad, Spt-Nov'42, while the Soviets cling to the rubble until the tide turns with their Uranus offensive. 6days/turn. C.Baslund'85 / ARTICLES ON: Struggle for Stalingrad designer's notes; review of Aces Hi; review of TSR's Cobra; Turn One of GDW's House Divided; replay of TFG's Battlewagon, TSR's Monty's D-Day, WEG's Air Cav.						
6405	Duel in the Desert #51 (w/ Mag)	n	Mint	Out-of-Print	0.5	\$15.00 \$11.00	\$7.50
	■ Mag & Game. Btl/rgt/div level, dbl blind game of the war in N.Africa May'41-Nov'42. Emphasizes limited intelligence as each side has their own map & doesn't see their other's units, and is fairly simple. 30km/hex, 1mo/turn. E.Faust'86 / ARTICLES ON: Duel in the Desert & other N.Africa games; review of HOBJAP's Pacific Fleet; Hell Hath No Fury #38 replay.						
12645	Glory Road #52 (w/ Mag)	n	New	Out-of-Print	0.5	\$12.00	\$8.00
	Last copy. ■ Mag & Game. Regt level game of the battle of the First Bull Run, July'61. First in 3W's abortive North & South series. 1000ft/hex, 45min/turn, 200 counters. Not an especially well regarded game on a not very well regarded battle. 200 counters. K.Poulter'86 / ARTICLE ON: Short summary of the environment leading to war & 1st Bull Run; Review of ASL & Beyond Valor; review of WEG's Imperium Romanum II with a 36th sceario; review of TSR's Julius Caesar.						
98801	Dynamo, Dunkirk 1940 #53 (w/ Mag)	n	Mint	Out-of-Print	0.5	\$18.00	\$13.00
	Cherry. Our last copy. ■ Mag & Game. Div lvl German drive accross northern France & Belgium to the French coast, May 1940, the middle phase of the invasion of France. The Germans seek to turn every new defensive line the Allies attempt to create, while the Allies need to stabilize the situation and maintain a supplied beachhead in Flanders or smash the thinly spread German panzers. Beautiful map of France & low countries, 6.5km/hex, 1day/turn, 200 counters. Special rules for blitzkrieg, airprow, sea evacuation. 2 scenarios. T.Bomba'86 / ARTICLES ON: Dynamo & the near miss of Allied responses to the German breakout in May 1940; reviews of PWG Duel for Kharkov, OMEGA Main Battle Area & TSR 13 Colonies in Revolt; strategy in China Incident; errat for War to End Wars, Rommel at Bay, GDW Op Market-Garden.						

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Part#	Game Title & Edition	<u>Box</u>	<u>General</u> <u>Condtn</u>	<u>Out of</u> <u>Print ?</u>	<u>Weight</u> <u>(lbs)</u>	<u>List Our Normal</u> <u>Price</u>	<u>Cash Price</u>	<u>Individual</u> <u>Liquidtn Price</u>	
64202	Condottieri #54 (w/ Mag) ■ Mag & Game. Btl of Castagnaro, 1387, between Verona & Padua in Italy at grand tactical level. T.Sundell'86 / ARTICLES ON: Hawkwood, master condottiere (mercenary), a leader in this issue's game; review of QTRDK's Rommel's War; house rules for Axis & Allies 1st; additional scenarios for China Incident #37; MacArthur #44, O'Connor's Offensive #41, End of the Iron Dream #42, Fight on the Beaches #40, Struggle for Stalingrad #47, Custer's Luck #45; review of SimCan's West Front.	n	New	Out-of-Print	0.5	\$15.00	\$14.00	\$10.00	
12727	Race for Tunis #57 (w/ Mag) ■ Mag & game. Axis & Allied forces first meet in Tunisia, Nov-Dec'42, in a wild & uncertain environment. Co/btl level, 1day/turn, using the Btls for N.Africa system. 3 scenarios & campaign. D.Bolt, G.Helmer'86 / ARTICLES ON: Operation Torch, the final act; review of WEG's RAF 1st; various short reviews.	n	New	Out-of-Print	0.5	\$12.00	\$9.00	\$5.00	
12305	Clash of Empires, 1914 #58 (w/ Mag) Last copy. ■ Mag & Game. Corp lvl game of the opening campaign of WW1 in the West using point-point & hidden movement, Aug-Nov 1914. 200 counters, 3days/turn. K.Anderson'86 / ARTICLES ON: The Siege of Malta in history & in the #50 game; errata for Struggle for Stalingrad #47, Condottieri #54; Variant for VG's Vietnam providing a b&w map (in pages of mag) & rules for US/ARVN blockade of the Ho Chi Minh trail in Laos; brief reviews of Delta Force, Rolling Thunder.	n	New	Out-of-Print	0.5		\$25.00	\$18.00	
XTR: Command Magazine (XTRCmd)									
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