

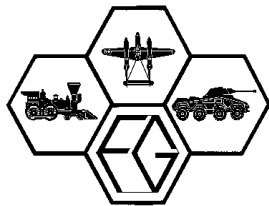
[www.FineGames.com/eoy\\_clear.htm](http://www.FineGames.com/eoy_clear.htm)

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

It's that time again: time for **Fine Games' 2016 Annual Clearance Sale** by which we make every effort to give you great Xmas gifts for yourself, great deals & some fun by offering you the best steals ever on hundreds (**554** to be exact) of games, books, magazines, parts and gaming accessories. Plus, it makes for great reading we're told, a bit of nostalgia, a bit of someone left the cookie jar open.... So, PLEASE take advantage of this sale; you'll save a bundle and you'll help us clear space for the many great games being published these days. Just act fast as these are first-come, first served and the deal **expires on Friday, 23 December at noon**.

The Deal is this: We list **554** items here with a special, clearance price good only during this sale. Choose as many or as few games as you wish, and freely combine a clearance order with non-clearance items, paying only our normal shipping rates. Then have your chosen games in your anxious hands in as few as two business days.

Sound good? Then simply download a fresh copy of our clearance catalog just before you are ready to shop, and contact us as soon as possible with game title, part# and price for those items you want. We'll reserve the items you want and ship to you once payment arrives. Simple!



### For More Information . . .

See our web site's resources:

[How to Order](#)

[Shipping Options & Fees](#)

[How to Contact Fine Games](#)

[Payment Options](#)

[Customer Care Policies](#)

[Explanation of Codes Used](#)

### Clearance offer includes these rules of the game:

1. **This deal expires at noon, Friday, December 23, 2016 at noon** . Your order MUST be placed, confirmed and paid by then, and be ready to ship immediately after. If you procrastinate, see rule 7 below.
2. A **special clearance sale price** is shown to the right for each item. In all cases, this is the lowest price we've ever offered on the item, ever. That is the price you pay for each item you select. No issues of having to buy anything else; just buy as many items as strike your fancy.
3. **Communicate your order to us** in the normal way by either phoning, emailing or faxing us, as you choose. Bear in mind that items are reserved in the order we receive your request; the sooner, the better for you. Our contact info is in the header of each page here; our fax # is 702-926-5205.
4. **Normal ordering, payment, shipping, and customer care terms apply**. You get the same swift, top-notch service for this sale, and you pay our normal shipping charges. **Prices here stated on a cash-basis**; expect to pay 3.1% more if you pay on a non-cash basis (i.e. with a credit or debit card or PayPal).
5. You may freely add items found in our other catalogs, but not listed as part of this clearance, to a clearance sale order. You may combine items to save on shipping as our shipping charges are assessed on a per-order (per-shipment) basis.
6. As is always the case, **all items are individually listed**, subject to immediate sale, and may be withdrawn from this offer without notice. Additional items may also be added at a later date; such items will be flagged with a **NEW** symbol on the left side of the listing. Only the individual items (and part#s) listed here qualify under this special sale.
7. **Stop back after Friday, 23 December, 2016**. We expect to offer what we'll call "Round 2" during our annual closure. So you'll have until MLK Day, 16 Jan. 2017, to review a subset of this sale at still deeper discounts. But procrastinating will have its disadvantages which we will detail when the time comes. Included are 2017 shipping rates and a requirement for immediate payment.
8. Oh, and you gotta promise to **play** these games, OK?

Best wishes for your holidays and for 2017 to our valued customers worldwide.

MD

Michael Dean, Fine Games

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Part#	Game Title & Edition ( & Issue# for Mags)	Box	Out of	Our Normal	Clearance Sale Price
		Condn	Print ?	Cash-Basis Price	Thru Noon 12/23/2016

## Games We REALLY Want to LIQUIDATE This Year!

Last Updated:  
12/12/2016

Here's the deal: Buy any number of games, and just what you want, from this list. Come back for more. Its up to you.

### Misc Game Access (AAA)

<b>98904 Zip Lock Storage Bags, 4x6", 100Q, 2Mil</b>	n	<u>New</u>	Out Of Print	<del>\$3.00</del>	<b>\$2.00</b>
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100 2mil 4x6" ziplock bags to containerize counters.

### PC Software & Hardware ( Sftwr)

<b>100332 Fantasy General [PC CD-ROM]</b>	BC	<u>Excel</u>	Out Of Print	<del>\$12.00</del>	<b>\$7.00</b>
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CD-ROM + 3.5Floppy add-on disk in original box with instructions. ■ Designed for DOS 5.0+. CD-ROM + 3.5Floppy add-on disk. Sold AS-IS since we cannot provide tech support. Includes orig manual & CD-ROM, 239pg Strategy guide, plus add-on mini-campaigns on floppy. Fantasy campaign strategy game built upon the Panzer General system. Build an army from 120 fantasy unit types, make them hardened veterans in battle, and play 5 ready-made campaigns or design your own. SSI'96

<b>100899 Heroes of Might &amp; Magic V [CD-ROM]</b>	BC	<u>Excel</u>	Out Of Print	<del>\$8.00</del>	<b>\$6.00</b>
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4 CDs, manual in original box (w/ price stickers on cover). ■ Designed for Win2000/XP; relatively restrictive system requirements & copy protection. Sold AS-IS since we cannot provide tech support. 4 CDs, manual in box (w/ price stickers on cover). Graphically supercharged sequel to a popular game series with 3D graphics, new dynamic battles, 6 factions & much more. Build & lead an army in a quest for might & glory using magic & muscle. UbiSoft'06

<b>100338 Pure Wargame [PC CD-ROM]</b>	SC	<u>Excel</u>	Out Of Print	<del>\$3.00</del>	<b>\$1.00</b>
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CD & Jewel case only. ■ CD & Jewel case only. Designed in Win3.1 & DOS era. Sold AS-IS since we cannot provide tech support. Game focuses on tactical level airborne assaults in 8 scenarios. OOP'95

<b>100342 Schizm, Mysterious Journey [CD-ROM]</b>	SB	<u>Excel</u>	Out Of Print	<del>\$2.00</del>	<b>\$1.00</b>
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5 CDs in jewel case & sml box. Designed for Win9x/ME/XP. Sold AS-IS since we cannot provide tech support. Player explores a lost & mysteriously abandoned city from an advanced civilization to discover the secrets behind its former inhabitants & their disappearance, while trying also to remain alive. Adventure Company'03

### Against the Odds Magazine (Agains)

<http://www.atomagazine.com>

<b>80766 Counter Tray, Ag the Odds HalfPlastic</b>	HP	<u>Mint</u>	Out Of Print	<del>\$1.00</del>	<b>\$0.50</b>
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ATO style 2-piece counter tray designed to store a magazine game &amp; mag, with some compartmentalization. '03

<b>107084 Forlorn Hopes, 2012 Annual</b>	HP	<u>New</u>		<del>\$37.50</del>	<b>\$30.00</b>
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ATO 2012 Annual (published as usual a year late). Game & historical booklet focused on the two month campaign for the Dutch East Indies as the Japanese extend their control southwards to capture this area vital to their war effort. Game integrates air, land & sea operations using the Chennault's First Fight & Op Cartwheel game systems. Both sides must measure the costs to use (& maybe lose) hi cost & value assets to defend or capture their objectives, and not everything can be attended to. Includes 288 counters. P.Rohrbauh'13 / Also includes GRAF SPEE, a small game of the Commonwealths hunt for this lone raider in the first months of the war. '13

<b>111143 Kadesh, Day of the Chariot #21 (w/Mag)</b>	HP	<u>New</u>		<del>\$28.00</del>	<b>\$25.00</b>
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Mag & Game. Includes 20 variant counters for Imperial Sunset #17. Main game covers Ramses II's victory over the Hittites at Kadesh. 2 scenarios depict rival historical interpretations, plus another that follows the script the historical leaders had agree upon. 120m/hex, 100chariots/unit--and there are lots. 300 counters. G.Dickens'08 / Also a small intro game, Desert Duel, First Alamein, covering the battles around El Alamein in July'42. 3days/turn, 4mi/hex, div level. 88 5/8" counters. G.Dickens'08 / Articles cover: battle of Kadesh & chariot combat; combat fighting "vehicles" starting with the horse; stacking in wargames; card driven games present false historical choices; studying conflict simulations; simulation games as learning tools; Rommel at Alamein, July'42. '08

<b>116174 Look Away! The Fall of Atlanta</b>	HP	<u>New</u>		<del>\$33.00</del>	<b>\$29.00</b>
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ATO Annual 2007. Operational level game of the campaign for Atlanta, spring & summer 1864, in Tennessee & n.Georgia. 2.6mi/hex, 4days/turn. brig/div level, 4 scenarios + campaign game. J.Prados'07 / Secondar game on the Biafran Civil War.

<b>109160 Napoleon at the Berezina #4 (w/Mag)</b>	HP	<u>New</u>	Out Of Print	<del>\$28.00</del>	<b>\$24.00</b>
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Mag & Game. Brigade level game of Napoleon's forcing his way across the Berezina River in a desperate attempt to continue the French escape from central Russia, Nov.1812 as 3 Russian armies close for the kill. A tough game for both sides. 1 nicely colored map depicting Russian in winter, 200 counters, 475yd/hex, 4hrs/turn.

<b>99541 Toppling the Reich, Battles for Westwall</b>	HP	<u>Mint</u>		<del>\$32.00</del>	<b>\$24.00</b>
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ATO Annual 2006. Rgt/div level game of the various major pushes against Germany's Westwall in 1944-5 using a derivative of the Panzerkrieg game system. 5 scenarios that work along, and can be combined for a campaign game: Market-Garden, Patton in the Lorraine; Roer River & Lorraine; Bulge to Alsace; the Rhine. 480 counters, 1 map. J.Prados '06

### AH Avalon Hill Game Co. (AH)

<b>93021 ASL: Boards PARTS #16</b>	n	<u>Excel</u>	Out Of Print	<del>\$4.00</del>	<b>\$1.00</b>
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#16 mounted board

<b>84067 ASL: Boards PARTS #18</b>	n	<u>Excel</u>	Out Of Print	<del>\$4.50</del>	<b>\$2.00</b>
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#18 mounted board

<b>82785 ASL: Boards PARTS #19 UNmounted</b>	n	<u>New</u>	Out Of Print	<del>\$2.50</del>	<b>\$2.00</b>
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#19 UNmounted board

<b>82796 ASL: Boards PARTS #23 UNmounted</b>	n	<u>New</u>	Out Of Print	<del>\$2.50</del>	<b>\$1.50</b>
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#23 UNmounted board

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Part#	Game Title & Edition ( & Issue# for Mags)	Box	Out of	Our Normal	Clearance Sale Price
		Condn	Print ?	Cash-Basis Price	Thru Noon 12/23/2016
82808	ASL: Boards PARTS #29 Unmounted #29 UNmounted board	n	<a href="#">New</a>	Out Of Print	<del>\$2.50</del> <b>\$2.00</b>
82812	ASL: Boards PARTS #32 Unmounted #32 UNmounted board ■ #32 UNmounted board	n	<a href="#">New</a>	Out Of Print	<del>\$3.00</del> <b>\$2.00</b>
109053	Bull Run, First Btl of Am Civil War V.clean; unpunched. ■ Simpler, faster playing game of 1st Bull Run, July 61, Rgt/Bttl level. 1000ft/hex. '83	BC	<a href="#">Mint</a>	Out Of Print	<del>\$36.00</del> <b>\$25.00</b>
229	Civil War ['61] Box marked w/ price. 9 columns of TRC used. Sml nick on map. Map seams repaired w/ tape. 4 box corners repaired. ■ Early, rare, simple game of the entire Am Civil War using pawns as army forces. C.Roberts'61	FB	<a href="#">VervGd</a>	Out Of Print	<del>\$30.00</del> <b>\$25.00</b>
88142	Civil War ['61] Complete. 4 corners & several seams repaired. Various spots, stains & discolorations primarily on rules but also on Examples of Play page & board. Top of one pawn broken off & lost. Box seams aging & flaking away. ■ Early, rare, simple game of the entire Am Civil War using pawns as army forces. C.Roberts'61	FB	<a href="#">Good</a>	Out Of Print	<del>\$19.00</del> <b>\$10.00</b>
113853	Gettysburg ['77] A worn players copy. 50% (units only) punched; missing 13 units & 2 markers, ID included. Many counters have lite spotting, esp white markers. Box well worn, with edges often worn to bare cardboard; many edges & all corners repaired with tape. Otherws serviceable. ■ Basic, Interm & Adv games, each using separate system. Colorful map. At heart, this is a package of 3 distinctly different games all played on the same mapboard but each with different rules & counters. Basic game is a simple, fast playing game suitable for beginners. Intermediate game ramps up the rules and puts about 80 counters on the board. Advanced game add much chrome and lots of counters, with formation, unit experience, command control, leaders, & more. 2 countersheets. M.Uhl'77	FB	<a href="#">Fair</a>	Out Of Print	<del>\$29.00</del> <b>\$25.00</b>
92072	Gunslinger: Critters Variant COPY Several articles from General: (1) Critters adds animal encounters with cattle, bear, buffalos & snakes; (2) Gunsmith Shop offers a range of new guns & weaponry; (3) Tournament scenarios 1-8; (4) 4pg analysis article. Color photocopy counters/insert w/ B&W photocopied rules.	n	<a href="#">Mint</a>	Out Of Print	<del>\$7.00</del> <b>\$2.50</b>
101707	Hundred Days Battles, 2nd Complete. ■ Div level, smaller game of Waterloo using K.Zucker's Napoleonic system. Reprinted from OSG. K.Zucker'83	SC	<a href="#">Excel</a>	Out Of Print	<del>\$15.00</del> <b>\$9.00</b>
87232	Luftwaffe Slipcased. Box scuffed. ■ Stylized air war over Germany, 43-45. Allied player plots bomb attacks each monthly turn with the goal of bombing every target in occupied Europe to win. L.Zocchi'70	BC	<a href="#">Excel</a>	Out Of Print	<del>\$15.00</del> <b>\$10.00</b>
113854	Luftwaffe Players copy. Counters complete, but 6 blanks make into (unnecessary) units. Rules are a highlighted 1-sided photocopy with unrelated material on backsides. Margin of CRT annotated. Includes 2 extra, laminated CRTs, plus 2 custom-made charts for tracking fuel use. Box esp edges shows considerable shelf wear with some repairs. Quite serviceable. ■ Stylized air war over Germany, 43-45. Allied player plots bomb attacks each monthly turn with the goal of bombing every target in occupied Europe to win. L.Zocchi'70	BC	<a href="#">Good</a>	Out Of Print	<del>\$12.50</del> <b>\$5.00</b>
104669	Luftwaffe All units present but missing 1 counter (either a blank or a multi-unit marker); 5 units mauled to varying extents by cat, worst is single counter roughed up but no info lost. OoB charts, rules & campaign briefing worn, wrinkled, stained thru use. Map seams show wear (& repairs). Some minor stains on map. Box shows considerable wear. 2 seams completely torn & repaired, structurally intact. Otherws VGd. ■ Stylized air war over Germany, 43-45. Allied player plots bomb attacks each monthly turn with the goal of bombing every target in occupied Europe to win. L.Zocchi'70	BC	<a href="#">VervGd</a>	Out Of Print	<del>\$12.00</del> <b>\$6.00</b>
112144	Luftwaffe Slipcased. Missing 14 blanks, otherws complete. US counters poorly printed on reverse side so that ~40% of aircraft illustration and all of move factor cutoff; info obvious & little impact on play. Otherws EX. ■ Stylized air war over Germany, 43-45. Allied player plots bomb attacks each monthly turn with the goal of bombing every target in occupied Europe to win. L.Zocchi'70	BC	<a href="#">VervGd</a>	Out Of Print	<del>\$12.00</del> <b>\$5.00</b>
91962	Luftwaffe 2nd Non-slipcased. Missing 2 units & 2 other units mauled by cat. Map litely spotted & stained. Rules worn thru use. Packing tape on 2 sides & btm. Otherws VGd. Has 2nd edition rules. ■ Stylized air war over Germany, 43-45. Allied player plots bomb attacks each monthly turn with the goal of bombing every target in occupied Europe to win. L.Zocchi'70	BC	<a href="#">VervGd</a>	Out Of Print	<del>\$15.00</del> <b>\$5.00</b>
106501	Midway ['64] Sufficiently complete to play, but this is a well-loved, very used copy that might otherwise become parts. Missing 1 battleboard ship counter & 1 main air unit. Rules & battle manual provided as photocopies. Counters worn w/ writing on battleboard ship backsides. All box corners repaired (some crudely). ■ Classic cat & mouse naval game. Simplistic, but exciting.'64	FB	<a href="#">Good</a>	Out Of Print	<del>\$18.00</del> <b>\$12.50</b>
86201	Moonstar 1-Minute timer & 7d6 dice missing & required for play. Tape on side panels. Otherws clean & unused. ■ Quick, simple multiplayer family game w/ multiple play variations in which players race to calculate the value of the roll & position of dice, making bids based on their sense of things. A.Randolph, A.Moon'81	BC	<a href="#">Mint</a>	Out Of Print	<del>\$10.00</del> <b>\$8.00</b>
91378	Mustangs Complete. Box cover has 2 corner creases, side panel scrape; box btm mildly dinged at 2 corners. ■ Simple gm of aerial combat between 15 late model WW2 planes from European & Pacific fronts. Colorful components & single 8.5x14 page of basic rules. Makes for good intro game; adv rules add requisite spice for old hands. C.Taylor'92	LB	<a href="#">Excel</a>	Out Of Print	<del>\$26.00</del> <b>\$20.00</b>
85775	Origins of World War II Simple 2-5 player game of the diplomatic chain of events in the 30s that set the stage for WW2. Simple, fast playing and very suitable to classroom play. J.Dunnigan'71	BC	<a href="#">Excel</a>	Out Of Print	<del>\$20.00</del> <b>\$10.00</b>

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80001	Princess Ryan's Star Marines	LB	New	Out Of Print	\$40.00 \$29.00
	Large, colorful card-based game for 1-6 players. Star marine teams cooperate to combat Imperial Guard troops, while only 1 player's team can win. Low complexity, hi solitaire suitability.				
107804	Richthofens War	BC	VervGd	Out Of Print	\$25.00 \$18.00
	Remnant traces of board having been neatly marked with grease pencil (mainly on 1 of 3 panels) but not erased soon after. Counters show lite soiling from use. Includes 4 laminated Aircraft Pad sheets. Otherws VGd. ■ Simpler game of WW1 air-air combat w/ 7 scenarios & campaign game. R.Reed'72				
108526	Richthofens War	BC	Good	Out Of Print	\$12.00 \$5.00
	A well-used copy; still servicable & substantially complete but not esp. pretty. All rules seams worn, with many repairs. Only 2 aircraft sheets provided; you must make photocopies. Outer box sleeve lost & not included. Inner box sleeve worn with 3 corners repaired. Some counters written on face & more often on blank backside. 1" tear on 1 board seam. ■ Simpler game of WW1 air-air combat w/ 7 scenarios & campaign game. R.Reed'72				
109033	SL: Squad Leader Board PARTS # 1 UNmntd	n	Mint	Out Of Print	\$2.50 \$1.50
	# 1 UNmounted map board.				
93067	SL: Squad Leader Board PARTS # 2	n	Good	Out Of Print	\$2.00 \$1.00
	Board has a paper version of #2 map glued over half of the map plus sml remanent on far edge. Functional but a bit funky. ■ # 2 Mounted board.				
109036	SL: Squad Leader Board PARTS # 3 UNmntd	n	Mint	Out Of Print	\$2.25 \$1.50
	#3 Unmounted map board.				
84022	SL: Squad Leader Board PARTS # 4	n	VervGd	Out Of Print	\$4.00 \$2.00
	Scuffed & some sun fading. ■ # 4 mounted board.				
109037	SL: Squad Leader Board PARTS # 4 UNmntd	n	Mint	Out Of Print	\$2.25 \$1.50
	# 4 Unmounted map board.				
83381	SL: Squad Leader Board PARTS # 7 UNmntd	n	New	Out Of Print	\$2.50 \$2.00
	# 7 Unmounted map board.				
84041	SL: Squad Leader Board PARTS # 8	n	VervGd	Out Of Print	\$4.00 \$2.50
	Board modestly scuffed on entire surface. ■ # 8 Mounted board.				
83392	SL: Squad Leader Board PARTS #11 UNmntd	n	New	Out Of Print	\$2.50 \$2.00
	#11 Unmounted map board.				
83395	SL: Squad Leader Board PARTS #12 UNmntd	n	New	Out Of Print	\$2.50 \$2.00
	#12 Unmounted map board.				
80264	Stock Market	BC	VervGd	Out Of Print	\$12.00 \$7.00
	Price written on cover. Masking tap residue on 4 box sides & btm. Some isolated spots on individ components. Otherws EX. ■ Exciting yet v.simple game of stock trading w/ several levels of completity for 2-6 players w/ solitaire, classroom & 1929 versions. '70				
113779	Stonewall in the Valley	BC	Mint	Out Of Print	\$69.00 \$50.00
	No counter tray. Label on box btm. Otherws unpunched, unused, cherry. ■ Rgt/div lvl gm of campaign in Shenandoah Valley, Mar-Jun 1862. 4th in GBACW series. '95				
96396	Stonewall in the Valley	BC	Excel	Out Of Print	\$49.00 \$32.00
	No counter tray. 2 maps edges trimmed to mate. Pin holes in corners of maps. Otherwise clean & EX. ■ Rgt/div lvl gm of campaign in Shenandoah Valley, Mar-Jun 1862. 4th in GBACW series. '95				
98682	U-Boat ['61 Cardboard]	FB	VervGd	Out Of Print	\$29.00 \$20.00
	1961 printing w/cardboard ships. Missing 1 of 3 identical U-Boat counters. Some sml box edge abraisions. Otherws v.clean & EX. ■ 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				
111582	UFO	BC	New	Out Of Print	\$15.00 \$10.00
	Very simple family game of alien invasion of Earth for 2 players. 2pgs of rules & suitable for most everyone. As the alien, you try to invade the earth by hiding behind things in the heavens, slowly approaching the Earth. As Earth, you must locate the invading fleet wherever they are hiding. '78				
661	Word Power	BC	Excel	Out Of Print	\$10.00 \$5.00
	Slipcased, outer sleeve scuffed. ■ Family word game of synonyms & antonyms. Has an elementary, family & 'scholars' game versions. '67				
<b>AH 3M Reprints (AH-3M)</b>					
88107	Image 2nd	BC	Excel	Out Of Print	\$10.00 \$5.00
	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.				
<b>AH Avalon Hill GENERAL Ma (AH Gen)</b>					
88304	General Magazine 14/2	n	Good	Out Of Print	\$6.00 \$3.00
	No insert; missing pgs 21-30 (including some of content listed here). ■ ARTICLES ON: Kingmaker analysis & strategy, plus PBM rules; Kingmaker rules clarifications; new Kingmaker event cards (published separately); Alexander replay; preview of Squal Leader. '77				
65593	General Magazine 14/2	n	VervGd	Out Of Print	\$10.00 \$7.00
	2" moisture spot thruout mag. 1x3 Inventory label on cover. Otherws VGd. ■ ARTICLES ON: Kingmaker analysis & strategy, plus PBM rules; Kingmaker rules clarifications; new Kingmaker event cards (published separately); Alexander replay; preview of Squal Leader. '77				

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94069	General Magazine 17/4	n	<u>VervGd</u> Out Of Print	<del>\$8.00</del>	<b>\$2.00</b>
	No insert, otherws EX. ■ ARTICLES ON: German strategy in Fortress Europa; playing Fortress Europa by mail; Fortress Europa (1st AH ed) errata & optional air war system; weather rules for Midway'64; Cross of Iron replay of Gen 17/2 scenario, pt2; TKO in Three Japanese gambit for Victory in the Pacific; Tory & Indian War of 1778 scenario for 1776; Wizard's Quest overview; Starship Trooper'76 variant for Bug forts & Terran tanks; Allied strategy in Napoleon. '80				
75352	General Magazine 18/4	n	<u>&lt;New</u> Out Of Print	<del>\$9.00</del>	<b>\$4.00</b>
	1" tear on mag cover, 1x3 Inventory label on cover, otherws new. ■ ARTICLES ON: Gladiator overview, analysis, manuever 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				
67053	General Magazine 18/4	n	<u>Excel</u> Out Of Print	<del>\$9.00</del>	<b>\$3.00</b>
	1x3 Inventory label on cover. ■ ARTICLES ON: Gladiator overview, analysis, manuever 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				
48045	General Magazine 18/6	n	<u>Good</u> Out Of Print	<del>\$5.00</del>	<b>\$1.00</b>
	Mag missing cover page (first & last two pages). 1x3 Inventory label on cover. ■ ARTICLES ON: Flattop 2nd overview; & errata; Flattop Midway & Wake scenarios w/maps; Flattop optional rules; British air arm in Flattop; British fleet in Victory in the Pacific; air tactics in Midway'64; Native policy elaboration for Source of the Nile; Pacific scenarios for Submarine; Blitzkrieg variants. '82				
84742	General Magazine 18/6	n	<u>Excel</u> Out Of Print	<del>\$8.00</del>	<b>\$3.00</b>
	ARTICLES ON: Flattop 2nd overview; & errata; Flattop Midway & Wake scenarios w/maps; Flattop optional rules; British air arm in Flattop; British fleet in Victory in the Pacific; air tactics in Midway'64; Native policy elaboration for Source of the Nile; Pacific scenarios for Submarine; Blitzkrieg variants. '82				
68335	General Magazine 20/1	n	<u>VervGd</u> Out Of Print	<del>\$5.00</del>	<b>\$3.00</b>
	Spine worn thru along most of its length & repaired; soiled, No insert. 1x3 Inventory label on cover. ■ Insert. Articles include: SL: GI Anvil Victory preview & analysis, scenario analysis, design debate. errata; Victory in the Pacific replay. '83				
99276	General Magazine 20/5	n	<u>Excel</u> Out Of Print	<del>\$9.00</del>	<b>\$3.00</b>
	w/insert. ■ Insert. ARTICLES ON: Bull Run replay & history of commanders present; Bull Run Confed opening placement; Little Round Top analsis; Diplomacy; Gunslinger scenario; leaders in intermediate Gettysburg '77; Wooden Ships & Iron Men scenarios involving the fictional character Richard Bolitho by Arthur Kent. '84				
94052	General Magazine 20/5	n	<u>VervGd</u> Out Of Print	<del>\$8.00</del>	<b>\$2.00</b>
	No insert, otherws EX. ■ Insert. ARTICLES ON: Bull Run replay & history of commanders present; Bull Run Confed opening placement; Little Round Top analsis; Diplomacy; Gunslinger scenario; leaders in intermediate Gettysburg '77; Wooden Ships & Iron Men scenarios involving the fictional character Richard Bolitho by Arthur Kent. '84				
65617	General Magazine 21/4	n	<u>Good</u> Out Of Print	<del>\$5.00</del>	<b>\$1.00</b>
	4pgs torn from mag affecting 3pg ASL scenario & 1st page of an article; Photocopies of repl pages included. 1x3 Inventory label on cover. ■ Insert. Panzer Gruppe Guderian 2nd analysis & replay; British middle eastern strategy in Third Reich; Russian strategy in Russian Campaign; German benign occupation variant for Russian Campaign; Diplomacy; mating France 1940 & Stalingrad; SL scnario 2000; Soviet play in Third Reich; common Axis errors in Stalingrad. '85				
94036	General Magazine 22/1	n	<u>VervGd</u> Out Of Print	<del>\$5.00</del>	<b>\$2.00</b>
	No inserts; Gunslinger insert & Victory mag removed. ■ Insert. ARTICLES ON: analysis on Panzer Armee Afrika 2nd; ammo choice in Tobruk; errata & variants for Down With the King; heavy weapons in Trireme 2nd; PBM rules for Gunslinger; target aspect issues in Tobruk; analysis of Malta from Air Assault on Crete; Diplomacy; British deployment in War at Sea; Afrika Korp Op Compass (June 1940) variant; playing Egypt in Civilization; German Mediterranean strategy in Third Reich. '85				
79253	General Magazine 26/5	n	<u>Excel</u> Out Of Print	<del>\$7.00</del>	<b>\$2.00</b>
	No insert, otherws EX. ■ ARTICLES ON: design-your-own scenarios for Up Front; Up Front campign game rules; Up Front Desert War replay; 3-player Up Front rules; Ambush personal reflections; Wrasslin' analysis; random appear opposing fighters for Air Force scenarios; 4 new, hypothetical scenarios for Flat Top emphasizing balance & uncertainty; YB-40 variant for B-17; covert SE Asia missions in Firepower; Notes on Red Devil division for ASL. '90				
79262	General Magazine 28/2	n	<u>Excel</u> Out Of Print	<del>\$6.00</del>	<b>\$3.00</b>
	No insert, otherws EX. ■ 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				
79265	General Magazine 29/1	n	<u>Excel</u> Out Of Print	<del>\$6.00</del>	<b>\$3.00</b>
	w/ insert. ■ 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 previw. '93				
66984	General Magazine 29/2	n	<u>Excel</u> Out Of Print	<del>\$6.00</del>	<b>\$2.00</b>
	1x3 Inventory label on cover. ■ 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				
79266	General Magazine 29/2	n	<u>VervGd</u> Out Of Print	<del>\$5.00</del>	<b>\$1.00</b>
	Missing insert pgs 31-34 w/ ASL scenarios. ■ 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				

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Part#	Game Title & Edition ( & Issue# for Mags)	Box	Out of	Our Normal	Clearance Sale Price
		Condtn	Print ?	Cash-Basis Price	Thru Noon 12/23/2016
94158	General Magazine 29/3	n	<u>VervGd</u>	Out Of Print	<del>\$6.00</del> <b>\$2.00</b>
	No inserts, otherws EX. ■ 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				
96732	General Magazine 29/4	n	<u>Excel</u>	Out Of Print	<del>\$6.00</del> <b>\$2.00</b>
	w/ inserts. ■ Inserts. ARTICLES ON: movement & combat methods in the Great Campaigns of Am Civil War series; Oil Wars, a history of conflicts & intrigue in the Middle East; Combat made Simple in the Grt Btls of Am Civil War series via a worksheet; Road Kill review; revised combined rules for Stonewall Jackson's Way & Here Come the Rebels, including Roads to Antietam Alexandria variant map; Stalingrad PC designer notes; Maharaja analysis; optional rules for Gettysburg'88; Breakout Normandy Replay, pt2; 5th Fleet PC preview. '94				
94160	General Magazine 29/5	n	<u>VervGd</u>	Out Of Print	<del>\$4.00</del> <b>\$2.00</b>
	No inserts, otherws EX. ■ 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				
71780	General Magazine 29/6	n	<u>New</u>	Out Of Print	<del>\$5.00</del> <b>\$2.00</b>
	w/insert. 1x3 Inventory label on cover. ■ Insert. Contains ARTICLES ON: Road Kill analysis; 1-2 player Guerilla; the US military prior to WW2; Tyranno Ex tactics; ASL countering an AFV in Motion tactic; History of the World strategy; Up Front elevation rules; Wrasslin' 4 character insert; Flight Commander 2 preview; Attack sub variants & scenarios; 5th Fleet Bay of bengal series replay; Kremlin many player rules. '95				
79274	General Magazine 30/2	n	<u>Excel</u>	Out Of Print	<del>\$4.50</del> <b>\$2.00</b>
	Insert & pgs 31-34 (w/ ASL scenarios) removed, otherws EX. ■ 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				
79276	General Magazine 30/4	n	<u>Excel</u>	Out Of Print	<del>\$5.00</del> <b>\$3.00</b>
	w/ inserts. Pgs 31-34 (w/ ASL scenarios) removed. Otherws EX. ■ 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				
66992	General Magazine 31/2	n	<u>Excel</u>	Out Of Print	<del>\$6.00</del> <b>\$3.00</b>
	w/Inserts. 1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: Basic strategy, British Defense, & micro scenarios for London's Burning; Cavewars strategy; sniper abatement in ASL; Avaloncon 1996; Hannibal replay; Maharaja Ntl 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				
79282	General Magazine 31/5	n	<u>Excel</u>	Out Of Print	<del>\$5.00</del> <b>\$3.00</b>
	w/ inserts. 2pgs with 2 ASL scenarios removed. Otherws EX. ■ 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				
71873	General Magazine 31/5	n	<u>Mint</u>	Out Of Print	<del>\$6.00</del> <b>\$4.00</b>
	w/ inserts. 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				
65618	General Magazine Index 1952-80	n	<u>Excel</u>	Out Of Print	<del>\$12.00</del> <b>\$10.00</b>
	20pg mag documenting AH's history thru 1980 & Generals Vol 1-16, 1952-80. Indexes articles by game, document's AH game production thru this time, also. Excell resource. '81				
109040	SL: Squad Leader, SCENARIO BUNDLE	n	<u>Excel</u>	Out Of Print	<del>\$1.00</del> <b>\$0.25</b>
	7 SL scenarios from the General. Includes Scenario L,M,N and Tournament 1-4. ■ 10 SL scenarios from the General. Includes E-I,P, Tourney #1-4.				
<b>AH Victory Games (AH-VG)</b>					
88399	Gulf Strike 1st	BC	<u>VervGd</u>	Out Of Print	<del>\$30.00</del> <b>\$17.00</b>
	Packaged in a Football Strategy box with worn edges & sun faded side panel; (original box discarded). No counter tray. Otherws complete & clean & Vgd overall. ■ Complex, detailed game of air-land-sea warfare around the Middle-East & critical Persian Gulf shipping areas in multiple scenarios. Includes 910 counters, 3 maps; 2days/turn, 28km/operational hex; btlm/brig/ level. Orig rules have 5 scenarios, later 2nd ed added new units/values, scenarios & errata bringing game up to '88; 3rd ed added OoB & set of scenarios for Desert Shield play (1991). M.Herman'81				
88400	Gulf Strike 1st	BC	<u>Excel</u>	Out Of Print	<del>\$30.00</del> <b>\$25.00</b>
	No counter tray. Otherws complete, 1st edition copy. ■ Complex, detailed game of air-land-sea warfare around the Middle-East & critical Persian Gulf shipping areas in multiple scenarios. Includes 910 counters, 3 maps; 2days/turn, 28km/operational hex; btlm/brig/ level. Orig rules have 5 scenarios, later 2nd ed added new units/values, scenarios & errata bringing game up to '88; 3rd ed added OoB & set of scenarios for Desert Shield play (1991). M.Herman'81				
106492	Gulf Strike 1st	BC	<u>Mint</u>	Out Of Print	<del>\$45.00</del> <b>\$25.00</b>
	No counter tray. Box cover concaved w/ 3" edge tear on box btm repaired. Unpunched & unplayed. ■ Complex, detailed game of air-land-sea warfare around the Middle-East & critical Persian Gulf shipping areas in multiple scenarios. Includes 910 counters, 3 maps; 2days/turn, 28km/operational hex; btlm/brig/ level. Orig rules have 5 scenarios, later 2nd ed added new units/values, scenarios & errata bringing game up to '88; 3rd ed added OoB & set of scenarios for Desert Shield play (1991). M.Herman'81				

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Part#	Game Title & Edition ( & Issue# for Mags)	Box	Out of	Our Normal	Clearance Sale Price
		Condtn	Print ?	Cash-Basis Price	Thru Noon 12/23/2016
113901	<b>Gulf Strike 3rd</b>	BC	<u>Good</u>	Out Of Print	<del>\$25.00</del> <b>\$19.00</b>
	A player's copy due solely to this being incomplete, missing 56 counters in total (mostly USSR air units); color photocopy of 4 relevant countersheets included, and IDs apparent & summarized by countersheet. Others complete & clean, and about 30% punched (US, Iraq & some Iran) punched. No counter tray. Box scuffed. ■ Complex, detailed gm of air-land-sea warfare around the mid-east in multiple scenarios. Orig rules have 5 scenarios, 2nd ed adds new units/values, scenarios & errata bringing game up to '88; 3rd ed adds OoB, counter sheet & set of scenarios for Desert Shield play. M.Herman'90				
70239	<b>Gulf Strike: Desert Shield 3rd Ed Kit</b>	n	<u>VeryGd</u>	Out Of Print	<del>\$10.00</del> <b>\$7.50</b>
	Missing 17 units (including entire French force; IDs & color counter scan included) & 6 blanks. Others EX. ■ Rules & complete counter set. Kit that updated this game to cover the 1991 Gulf War with an extensively revised OoB.				
<b>Amarillo Design Group (ADB)</b>		<a href="http://www.starfleetgames.com">http://www.starfleetgames.com</a>			
118262	<b>Federation Commander: Hydran Attack Kit</b>	HC	<u>New</u>		<del>\$21.00</del> <b>\$19.00</b>
	Kit adding 16 new ship types with 1" counters & ship diagrams, plus 6 new scenarios. '09				
117785	<b>Federation Commander: Romulan Attack Kit</b>	Fo	<u>New</u>		<del>\$23.00</del> <b>\$21.00</b>
	Kit adding 16 new ship types with 1" counters & ship diagrams, plus new scenarios & 2 map panels. '06				
115552	<b>Federation Commander: Tactics Manual</b>	Bk	<u>New</u>	Out Of Print	<del>\$18.00</del> <b>\$17.50</b>
	Kit covering strategy & tactics for all empires in the FC system, giving the nuances, strengths & weaknesses of each. Covers the empire itself, the ships, and every weapon & system available, as well as coverage of planetary terrain. Written by a four time national tournament champion. P.Doyle'14				
106614	<b>Star Fleet Battles, Stellar Shadow #1</b>	n	<u>New</u>		<del>\$8.00</del> <b>\$6.00</b>
	The "Sci-Fi" journal of the Star Fleets Battles (& F&E, Fed Commander, Starmada & Call to Arms) world. Contains some fiction plus LOTS of material on bizarre, improbable or impossible ship designs, plus new races, etc. 64pgs. '01				
118239	<b>Star Fleet Battles: C3a Andromedn Threat</b>	Bk	<u>New</u>	Out Of Print	<del>\$24.95</del> <b>\$19.00</b>
	Last copy. ■ Module focused on the mysterious Andromedans - and the fleet intelligence services' mostly wrong-headed assessments of this very foreign race that will hinder an effective response to their aggression. '11				
97187	<b>Star Fleet Battles: G3a Suppl Annex</b>	Bk	<u>New</u>		<del>\$15.00</del> <b>\$13.00</b>
	More Master Annex! Supplementary rules & addenda, including rules for Alpha Octant, TOC for entire system, summary of abbreviations, Carrier Escort Tables, Master Scenario Index. '09				
116148	<b>Star Fleet Battles: R7 Module</b>	Bk	<u>New</u>		<del>\$14.50</del> <b>\$13.00</b>
	Dreadnoughts at War. Star Fleet Battles module adding 70 dreadnoughts of various types, plus scenarios to use them. '99				
<b>Asmodee Editions (Asmodee)</b>		<a href="http://www.asmodee-us.com">http://www.asmodee-us.com</a>			
90337	<b>Heroes of the World, Race to Civilization</b>	LB	<u>New</u>	Out Of Print	<del>\$35.00</del> <b>\$30.00</b>
	Multiplayer game in which the major figures of history - Caesar, Da Vinci, Mozart - play their roles of major discoveries & accomplishments. Seek to gain the most points for such achievements in your territories, including by conquest. '09				
<b>ATO - Turning Point Simul (AgaTPS)</b>		<a href="http://www.atomagazine.com">http://www.atomagazine.com</a>			
109156	<b>Marne, the Battle that Change the World</b>	HP	<u>New</u>		<del>\$27.00</del> <b>\$22.50</b>
	One of the 20 decisive battles of history per LtCol Mitchell. Game covers the First Battle of the Marne as the Germans close in on Paris in the Fall of 1914. The Germans fail to keep their eyes on the prize, and an Allied counter-attack into a gap between 2 German armies causes them to fall back from the outskirts of Paris. A half-million became casualties, along with Germany's best chance for winning the war. Rgt level, 158 counters. J.Compton, L.Tohver'15				
112227	<b>Valmy Campaign, Revolution Saved 1792</b>	HP	<u>New</u>		<del>\$28.00</del> <b>\$25.00</b>
	Regarded as one of the 21 most decisive battles of history by LtCol Mitchell, the battle of Valmy 1792 could have snuffed out the French Revolution in its infancy. The conservative forces of Europe, including French Royalists, the Prussians & Austrians, have sent their armies to capture Paris & turn back the clock. Republican forces manage to turn them back. R.Markham'15				
<b>Avalanche Press, Ltd. (Avalan)</b>		<a href="http://www.AvalanchePress.com">http://www.AvalanchePress.com</a>			
104873	<b>1866, Frontier Battles</b>	BC	<u>New</u>		<del>\$72.00</del> <b>\$60.00</b>
	Game including 4 battles from the 1866 Austro-Prussian war where the Prussian army met isolated portions of the Austrian army as they exited mountain passes. Battles include Trautenau (Austrian X corp defeats Prussian I corp); Nachod Aus IV Corp narrowly defeated by Prus V corp; Skalitz (Prus V corp defeats the Aus II corp); Soor (Aus defeated by Prus guard); Gitschin (Crown Prince Albert v the Prus 1st Army). Simpler, fast playing, 1"=400yd, Rgt/Brig level, 440 counters, 4 maps. '12				
83507	<b>Alsace 1945</b>	SC	<u>New</u>		<del>\$21.00</del> <b>\$14.00</b>
	Stand-alone game that mates with earlier America Triumphant. Covers the Allied attacks into Germany proper after the Battle of the Bulge wound down. 4 scenarios, 4km/hex, btln/rgt/brig level, 140 countrs. '05				
77592	<b>Blood on the Snow, Btl of Suomussalmi</b>	HC	<u>New</u>	Out Of Print	<del>\$29.00</del> <b>\$20.00</b>
	Smaller, op lvl gm of the defense by a scratch Finish div against 2 Soviet divs reinforced w/ tanks at Suomussalmi, during the Winter War. Btlm lvl, 2km/hex. M.Bennighof'95				
95484	<b>Eagles of Empire, Eylau 1807</b>	n	<u>Excel</u>	Out Of Print	<del>\$22.00</del> <b>\$18.00</b>
	No box. Counters neatly & mildly clipped. Includes extensive errata. Others EX. ■ No box. 3rd in the EofE grand tac area move series of Napoleonic campaigns. Nap tries to crush the Russians, who have force the French to break from their winter encampment in Prussia. Rgt/div level, 500yd/hex. '99				
110942	<b>Gazala 1942</b>	SC	<u>New</u>		<del>\$21.00</del> <b>\$20.00</b>
	Modestly simple game of one of Rommel's greater victories where he out-manuevered & out-fought the numerically superior Allies in spring 1942 in N.Africa. Uses the America Triumphant system. '05				

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Part#	Game Title & Edition ( & Issue# for Mags)	Box	Out of	Our Normal	Clearance Sale Price
		Condtn	Print ?	Cash-Basis Price	Thru Noon 12/23/2016
86237	<b>Granada, Fall of Moslem Spain</b> 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	BC	<a href="#">New</a> Out Of Print	<del>\$35.00</del>	<b>\$20.00</b>
116994	<b>Panzer Grenadiers, Kursk South Flank</b> Game of the southern flank of Kursk, 1943, the largest tank battle in history. Covers the SS Panzer Corps' assault on the Soviet 40th Army. Includes 4 maps, 660 counters. 200m/hex, co/sqd level, 40 scenarios. Does NOT require any other game or kit to play. M.Perryman'12	BC	<a href="#">New</a> Out Of Print	<del>\$65.00</del>	<b>\$61.00</b>
110376	<b>Panzer Grenadiers: Alaska's War Kit</b> Has a vertical scuff mark on cover that obscures a few text characters; otherws new. ■ Kit providing materials needed to cover various scenarios set on the contested Aleutian Islands of Alaska in 1943. 10 scenarios. M.Benninghof'07	Bk	<a href="#">&lt;New</a> Out Of Print	<del>\$8.00</del>	<b>\$5.00</b>
105921	<b>Panzer Grenadiers: Alaska's War Kit</b> Last new copy. ■ Kit providing materials needed to cover various scenarios set on the contested Aleutian Islands of Alaska in 1943. 10 scenarios. M.Benninghof'07	Bk	<a href="#">New</a> Out Of Print	<del>\$9.00</del>	<b>\$6.00</b>
108043	<b>Panzer Grenadiers: Divisione CorazzataKT</b> Scenario booklet including 10 scenarios with "advanced" Italian tanks. '11	Bk	<a href="#">New</a>	<del>\$8.00</del>	<b>\$7.00</b>
87787	<b>Panzer Grenadiers: First Axis Kit</b> 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	Bk	<a href="#">New</a>	<del>\$19.00</del>	<b>\$15.00</b>
86388	<b>Panzer Grenadiers: Fronte Russo Kit</b> Kit covering the history of the Italian army on the East Front 1941-2. 64pgs add elite Italian troops with 41 scenarios, background history, and 165 counters '07	Bk	<a href="#">New</a> Out Of Print	<del>\$18.00</del>	<b>\$11.00</b>
103205	<b>Panzer Grenadiers: Hopeless Not Serious</b> Scenario kit for PG containing 16 scenarios taken from battles between Austrian forces & Nazi militias in 1934, or hypothetical battles had Austria resisted Germany in 1938. Req Eastern Front, Rd to Berlin, Bulge, Elsenborn, Cassino, Edelweiss & Sinister Forces. '10	Bk	<a href="#">New</a> Out Of Print	<del>\$25.00</del>	<b>\$22.00</b>
102696	<b>Panzer Grenadiers: Iron Curtain Kit</b> Kit adding 154 counters & 20 scenarios for combat between the US & USSR in the immediate post-WW2 environment. Features a bevy of superheavy tanks & potent infantry weapons developed at the end of the war and (fortunately) never used. Req Road to Berlin, Btl Bulge, Eastern Front, Airborne, Red Warriors & Edelweiss games to paly all scenarios. '07	Bk	<a href="#">New</a> Out Of Print	<del>\$19.00</del>	<b>\$18.00</b>
105804	<b>Panzer Grenadiers: March on Leningrad</b> Kit for Panzer Grenadier system with 10 scenarios covering battles on the way toward & around Leningrad. Requires Eastern Front game. '08	Bk	<a href="#">New</a> Out Of Print	<del>\$9.00</del>	<b>\$6.00</b>
107274	<b>Panzer Grenadiers: North Wind Kit</b> Kit with scenarios covering a diversionary offensive near Strasburg during the Battle of the Bulge, w/ 10 scenarios based on battles between the US 7th Army and various German units. Req Road to Berlin, Btl of Bulge, Easter Front, Airborne, Red Warriors & Iron Curtain to play all scenarios. M.Benninghof'07	Fo	<a href="#">New</a> Out Of Print	<del>\$8.50</del>	<b>\$6.50</b>
102903	<b>Panzer Grenadiers: Patton's Nightmare</b> Kit adding 77 counters & 20 scenarios & a campaign game based on US-Soviet conflict beginning in 1948, including US 2nd armored assault on Berlin. Uses all those late-war super tanks. Reqs Rd to Berlin & Elsenborn to play all scenarios. J.Stafford'12	Bk	<a href="#">New</a>	<del>\$19.00</del>	<b>\$16.00</b>
94891	<b>Panzer Grenadiers: Polish Steel</b> Scenario booklet focused on the what-if cold war tensions had led to war in the late 1940s, and the Polish I & II corps fought their way back to their homeland. Includes 77 counters. Req ownership of 9 games & supplements to play all 10 scenarios. '10	Bk	<a href="#">New</a> Out Of Print	<del>\$18.00</del>	<b>\$12.00</b>
94830	<b>Panzer Grenadiers: Red Warriors Kit</b> Kit providing 20 scenarios set during Operation Mars, the Soviet winter 1942 offensive in the south. Includes 165 counters including many Soviet guard units. '06	Bk	<a href="#">New</a> Out Of Print	<del>\$19.00</del>	<b>\$16.00</b>
95511	<b>Panzer Grenadiers: Romanian Soil Kit</b> 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 Berline, Btl Bulge, Elsenborn & Red Warriors to play all scenarios. 200m/hex, pltn level. '09	Bk	<a href="#">New</a>	<del>\$5.00</del>	<b>\$3.50</b>
89695	<b>Panzer Grenadiers: Sinister Forces</b> Add-on kit focused on the elite forces of the German Waffen SS and Soviet NKVD. Includes 165 die-cut counters & 40 scenarios. '06	Bk	<a href="#">New</a> Out Of Print	<del>\$22.00</del>	<b>\$19.00</b>
111206	<b>Red God of War, Operations Mars 1942 2nd</b> 2015 printed in sleeved box with new artwork. ■ 2015 printing now packaged in a sleeved box with new artwork. Game of the Soviet Mars offensive in late 1942, in which the Soviets attacked the German lines closest to Moscow. The Germans achieved a defensive victory. Uses the America Triumphant/Alsace game system. Fast playing, 280 counters, 5mi/hex, rgt/div level, 2 scenarios. '15	BC	<a href="#">New</a>	<del>\$26.00</del>	<b>\$24.00</b>
112207	<b>Red Parachutes, Assault across the Dnepr</b> Sticker overlaid on another sticker on box btm, otherws cherry. ■ Operational btlm lvl gm of the Soviet offensive that attempted to sieze the vital Dnepr river crossings before the Germans could retreat using a massed para assault, Spt'43. Uses Ring of Fire system. B.Knipple'95	HC	<a href="#">Mint</a> Out Of Print	<del>\$39.00</del>	<b>\$25.00</b>
84900	<b>Red Russia, Russian Civil War 1918-21</b> 2-5 player game of various factions competing for control of Russia after the fall of the Tsar. A smaller game with high production values. W.Sariego'07	HC	<a href="#">New</a>	<del>\$35.00</del>	<b>\$25.00</b>
108458	<b>Red Vengeance, Defeat of Nazi Germany</b> Stand-alone game that is also a mateable sequel to Defiant Russia. Large scale game of the war in the east during the last year of WW2. 40mi/hex, 140 counters. '06	SC	<a href="#">New</a>	<del>\$22.00</del>	<b>\$20.00</b>



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Part#	Game Title & Edition ( & Issue# for Mags)	Box	Out of	Our Normal	Clearance Sale Price
		Condtn	Print ?	Cash-Basis Price	Thru Noon 12/23/2016
97849	Rome at War, Queen of the Celts [pin up]	HC	<u>New</u>	<del>\$42.00</del>	<b>\$35.00</b>
	More attractive, historically accurate box cover art is the only difference between this & the "safe" edition. ■ More attractive, historically accurate ('cept for the augmented American breasts) box cover art is the only difference between this & the "safe/ugly" edition. that hints at bare breasts. Third game in the Rome at War series. Covers 9 battles during the 40yr Roman effort to conquer Britain starting from Plautius's invasion w/ 45,000 Romans in 43AD and ending in 84. W.Sariego'07				
89616	Second WW at Sea, Eastern Fleet 1st	HC	<u>Mint</u> Out Of Print	<del>\$29.00</del>	<b>\$18.00</b>
	Sequel to SOPAC using the WW2 variation of the Grt War at Sea system. This game covers the May 1942 sortie of Japanese carries in search of the British fleet in the Indian Ocean. Operational & tactical, with 36nmi/hex. 210 counters, 2 maps. '01				
109888	Second WW at Sea, Eastern Fleet 1st	HC	<u>Excel</u> Out Of Print	<del>\$20.00</del>	<b>\$12.50</b>
	1st edition. 10% punched & complete. Allied airbase card mildly sun faded. Otherws v.clean ■ Sequel to SOPAC using the WW2 variation of the Grt War at Sea system. This game covers the May 1942 sortie of Japanese carries in search of the British fleet in the Indian Ocean. Operational & tactical, with 36nmi/hex. 210 counters, 2 maps. '01				
80175	Tears of the Dragon	HC	<u>New</u> Out Of Print	<del>\$15.00</del>	<b>\$10.00</b>
	2 player game of warlords seeking to discover the key to release a cursed princess in a dragon's body. Using soldiers & wizards, players battle to be the first to transform the dragon back to a princess. Fought on a small mounted map of a medieval land, w/ 60 counters & very simple rules. Possibly a good Beginner's game. '03				
103438	Western Desert Force	BC	<u>New</u>	<del>\$35.00</del>	<b>\$28.00</b>
	Quick-playing game using the Defiant Russia system, covering the entire war in N.Africa, 1940-43. Regt/brig/div level. While both sides want to rout the other from n.Africa, the real prize is the Suez Canal. 40 scenarios, 15mi/hex, regt/brig, 140 counters. W.Sariego'13				
<b>Bandai America Inc. (BandAm)</b>		<a href="http://www.Bandai.com">http://www.Bandai.com</a>			
86600	Miracle Five	<u>LB</u>	<u>New</u> Out Of Print	<del>\$15.00</del>	<b>\$5.00</b>
	Simple, fast playing game that elaborates on tick-tac-toe. Players maneuver their 12 pieces around a 9x10 grid seeking to be the first to get 5 pieces in a row. '08				
<b>Battleline (BL)</b>					
106565	Air Force 1st	FB	<u>VeryGd</u> Out Of Print	<del>\$15.00</del>	<b>\$10.00</b>
	Missing 1 air unit; ID included; easily substituted by other similar counters; Otherws complete. Box side split repaired. Margins of intro game play thru mildly sun discolored. Price tag on box cover. ■ Good but involved game of air-air combat in Europe, '43-45, between western allies & Germany. C.Taylor'76				
114203	Air Force 1st	FB	<u>Excel</u> Out Of Print	<del>\$30.00</del>	<b>\$20.00</b>
	4 counters punched, otherws unpunched. Aircraft cards separated and numbered in pencil. Some lite spotting or soiling on box btm, wear to 2" of one box edge. Otherws unpunched & cherry. ■ Good but involved game of air-air combat in Europe, '43-45, between western allies & Germany. C.Taylor'76				
<b>Bill Cobb Productions Inc (Cobb)</b>					
81980	Berzerkerbirdz Extreme Sports Arena Game	<u>LB</u>	<u>New</u> Out Of Print	<del>\$18.00</del>	<b>\$10.00</b>
	Large, simpler game in which 2-6 players are contestants in an extreme sports contest played on rocket powered space boards for control of planets. Board game that includes cards. '07				
<b>Blackball Games (BlackB)</b>					
110306	Seas of Iron Card Game	SB	<u>New</u> Out Of Print	<del>\$18.00</del>	<b>\$16.00</b>
	Small game of battleship combat for 2-4 players set in the first half of the 20th century. Simple to learn & quick playing, can be played head-head or as teams. Goal is to be the last one floating in a duel to the death. Akin to Modern Naval Battles. '14				
117029	Seas of Iron, Rising Sun Card Game	SB	<u>New</u>	<del>\$18.00</del>	<b>\$12.50</b>
	Stand-alone game that is also compatible with Seas of Iron. Adds US & Japanese aircraft carriers & air cres, plus a random event deck. Includes 5 unique carriers, 6 dice, 96 tokens & 25 event cards plus rules. For 2-4 players. '14				
<b>BSO Games (BSO)</b>		<a href="http://richardhberg.tripod.com/bso.html">http://richardhberg.tripod.com/bso.html</a>			
80144	Blackshirt, Italian Invasion of Egypt	Fo	<u>New</u> Out Of Print	<del>\$20.00</del>	<b>\$17.00</b>
	Simpler game using BSO's Bitter Victory system to cover Italy's abortive invasion of Egypt, 1940, and their disasterous rout from the frontier. Minimal rules, and a small deck of card for each player that provides special abilities or cancels opponent's abilities. 135 Counters must be mounted and cut apart. R.Berg'07				
<b>Cadeco (Cadeco)</b>					
86851	USA Bicentennial Game	<u>LB</u>	<u>VeryGd</u> Out Of Print	<del>\$7.50</del>	<b>\$1.00</b>
	Box has a couple of repaired panel splits. ■ Simple, 2-4 player game of gaining points for answering trivia questions about American history including presidents, famous people, states, wars, facts & events. '75				
<b>Cardinal Industries (Cardin)</b>					
111768	Sex & the City Trivia Game	FB	<u>Excel</u> Out Of Print	<del>\$10.00</del>	<b>\$5.00</b>
	Metal container's cover has a couple of minor deformities. Plastic insert that holds card has cracked at several places. Component's clean & overall is EX. ■ Party game for 2+ players of 1000 trivia questions drawn from the popular Sex & the City HBO TV series. Packaged in a metal box.				
<b>Centurion Military Hobbys (Centur)</b>					
91924	Alien Armada	BC	<u>VeryGd</u> Out Of Print	<del>\$20.00</del>	<b>\$15.00</b>
	Missing 2 red units, ID unknown. 3 corners repaired w/ strapping tape. Largely strip punched and otherws VGd. ■ Largely strip punched. Strategic & tactical lvl gm of human defense against an alien empire for 1-4 players. '83				

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<b>Chessex Manufacturing (Chesxx)</b> <a href="http://www.chessex.com">http://www.chessex.com</a>					
112937	Counter Trays, Chessex Style Tray 25-Pak	LB	New	\$65.00	\$60.00
25-pak. ■ 25-Pak of this 1pc fold-over, clear plastic counter trays with 16 1.5x2.5" compartments. These are similar to the AH style trays. Fits all bookcase games (including smaller, AH-sized boxes). RECOMMENDED due to their construction and price. '03					
<b>Clash of Arms (CofA)</b> <a href="http://www.clashofarms.com">http://www.clashofarms.com</a>					
91758	Clash of Armor: Rommel's Battles	Fo	New	\$15.00	\$10.00
6 scenarios for mini btls in which Rommel was involved, all at 1:100yds.					
114509	Close Action: Monsoon Seas Kit	Bk	<New	\$14.00	\$9.00
New, but mismanufactured such that book is slightly askew, rounded at spine, and staples are just on cover rather than at side of spine. Front & back halves of book uneven by about 1/4". Pages themselves entirely useable & clean. ■ 2nd scenario kit for Close Action system. Covers actions in the south Atlantic Indian Oceans against the Brits, 1777-1783, led by French admiral Suffren. 20 scenarios plus new rules. M.Campbell'07					
106283	Fear God & Dreadnought Players Guide	Bk	Mint	\$9.00	\$8.00
Inventory label removed from cover, leaving adhesive & paper residue. Otherwise new. ■ 28pg Strategy & players' guide to this Command at Sea/Harpoon system ported to World War 1. L.Bond et al'01					
110743	Mercy, War Without... 2nd	BC	New	\$54.00	\$49.00
Reprint with new (& nice) box art. Strategic, div/corp lvl gm of the war in the East 1941-4 using 2 maps, 8400 counters. Very nicely done graphics on counters & map. Game mates with Brute Force & the Mediterranean. R.Beyma'11					
111972	Prague, the Battle of..., 6 May 1757	BC	New	\$64.00	\$58.00
Colorful game in the La Bataille style, 8th in the Age of Reason system, to cover the key battle for the area around Prague, 1757 during the 7 Years War. 3 maps, 7 scenarios, 800 counters. Will also include an expansion kit for Lobositz with a extension map & scenario additions. M.Hinkle'14					
113811	Speed of Heat	FB	Mint	\$42.00	\$35.00
Sml, 1/2" tear on one chart printed on thin paper repaired. Otherws cherry mint. ■ Simulation of tactical air-air combat during the air wars over Korea & Vietnam. Intended to be the most accurate air game yet. Represents both air-air & air-ground combat. Evolved from the Air Superiority game, and remains compatible with that earlier game system. Each aircraft is rated on many dimensions for maneuver and firepower, and the gmae rates 40 differrent aircraft. 240 counters, 6 geomorphic map sections. JD Webster'92					
<b>Columbia Games (ColumG)</b> <a href="http://www.columbiagames.com">http://www.columbiagames.com</a>					
96618	Euro Front II Kit	BC	New	\$80.00	\$55.00
Revision of earlier kit now suited to East Front II/West Front II game set. Adds new diplomatic & alliance rules & revises exit zones. Adds the 1940 campaigns in France, the lowlands and Scandanavia. Includes 243 blocks, system rules & armies of all the neutrals. '06					
96619	Shenandoah, Jackson's Valley Campaign	BC	New	\$52.00	\$40.00
Block system game of Stonewall Jackson's May-June 1862 cmpaign in the Shenandoah Valley. Using boldness & agility, his smaller force first paralyzed then defeat 3 enveloping Union armies. Brigade level, using an activation system. Block system provides fog of war. T.Dagliesh, G.Selkirk'12					
114758	Victory in Europe	BC	New	\$81.00	\$75.00
Strategic, area-move, block-style game of the second World War in Europe & northern Africa, for 2-3 players. The Axis, Western Allies and Soviet Union duke it out on land, at sea and in the air for control of Europe. Play utilizes 108 color illustrated cards for events, initiative & combat. Includes 180 wooden blocks. T.Dalglish, R.Draker'15					
<b>Compass Games (Compas)</b> <a href="http://www.CompassGames.com">http://www.CompassGames.com</a>					
111305	A Las Barricadas! 2nd	BC	New	\$59.00	\$54.00
Reprint of this platoon-level game of tactical combat in the Spanish Civil War, 1936-9, using the War Storm game series. Depicts all the many types of military & paramilitary combatants, plus actions from thruout the war. Unit activation is the key dynamic, and is required to perform most actions. 2nd ed upgrades the rules, examples of play, adds a scenario, doubles the number of counters, new graphics, etc. 4 geomorphic maps, 3 countersheets, 16 scenarios. 12-15min/turn, 150-200m/hex, company/pltn level, fast playing. J.C.Cebrian, N.Eskubi'15					
99960	Eagles of Empire, Spanish Eagles	BC	New	\$52.00	\$35.00
Grand tactical level game of two key Napoleonic battles in Spain, Talavera 1809 & Albuera 1811, using the Eagles of Empires game system. W/ 2 maps, 2 countersheets. B.Miller'09					
108050	Operation Skorpion	BC	New	\$44.00	\$40.00
The Allies' May 1941 Brevity offensive failed to relieve Tobruk but did leave them in control of the key Halfaya Pass, allowing them to harass the Germans from the south. Rommel quickly responded with a plan to send 3 panzer battalions to the rear of the pass to capture it. Enemy unit strengths are unknown until combat, and supply units can increase fighting strength. British Matildas as well as artillery are strengths. R.Heller'13					
106081	Proud Monster 2nd	BC	Mint	\$89.00	\$82.50
Minor scuffs on box cover; otherws very clean & mint. ■ Large 4 map game of the War in the East from Barbarossa to 1944 at Div/Corp lvl using a PzrGrp Guderian system. Seriously revised & graphically updated 17 years after initially produced as PM + Death & Destruction add on. 20mi/hex, 2wk/turn, 4 maps. 2000 counters. T Bomba '11					
<b>Compass Games PAPER WARS (Com PW)</b> <a href="http://www.CompassGames.com">http://www.CompassGames.com</a>					
113762	Rockets Red Glare 2nd # 78 (w/Mag)	n	New	\$46.00	\$42.50
Mag & game. Reprint & revision of Simulation Canada's game on War of 1812 w/ strategic map of U.S. east coast & operational map of Great Lakes area. 264 counters, 3mo/turn, 4 scenarios. S.Newberg '13 / ARTICLES ON: Reveiw of SCHUTZE Illusionary Fortress 2nd, COLUMBIA Shenandoah, CofA Amateurs to Arms, LEGION Slouch Hats & Eggshells, GMT Bomber Command, WORTHINGTON Blood & Sand, ATO Meatgrinder, LNL Nuklear Winter '68, VELESEN Kampen om Norge; VPG Malta Besieged, MMP No Question of Surrender, GROGNARD Incredible Courage; two new scenarios for Operation Shingle #77 plus errata.					

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<b>Critical Hit (CRH)</b> <a href="http://www.criticalhit.com">http://www.criticalhit.com</a>					
98870	<b>ASL:Afrikakorps, Hellfire Pass &amp; Beyond</b> 8 scenario kit covers various actions around Halfaya Pass, El Alamein & others, which include a large escarpment. '10	zl	<u>New</u> Out Of Print	<del>\$12.00</del>	<b>\$10.00</b>
96148	<b>ASL:BdF II [Baraque de Fraiture 3rd]</b> Reprint of this historical scenario pack covering desparate actions as a scratch group of US paratroopers defends a key intersection (Parker's Crossroads) near Bastogne against repeated attacks by 2nd SS Panzer & infantry units during the Battle for the Bulge. 9 scenarios, historical map, 4 countersheets (2 of each of 2 types.) '11	Fo	<u>New</u> Out Of Print	<del>\$34.00</del>	<b>\$27.50</b>
91942	<b>ASL:Berlin, Tyrant's Lair</b> Last copy. ■ 15 scenario Sqd & Leaders COMPLETE GAME focused on the battle for Hitler's bunker. Includes two maps centered on the bunker & Reichstag. Mates w/ Berlin, Fall of 3rd Reich. 312 countrs. 14 of the included scenarios playable without owning Berlin Fall of 3rd Reich. Reqs ASL rules, Beyond Valor & marker sets. '10	zl	<u>New</u> Out Of Print	<del>\$60.00</del>	<b>\$55.00</b>
31227	<b>ASL:Dzerhezinsky Tractor Works</b> Platoon Ldr v2 campaign scenario pack covering the 37th Guard's defense against 14th & 24th Pzr & 305th Inf during mid-Oct. 1942 during the btl for Stalingrad. 4 campaign scenarios including a solitaire one, plus full sized color, professionally printed map. '98	n	<u>New</u> Out Of Print	<del>\$35.00</del>	<b>\$30.00</b>
80920	<b>ASL:Euro-Pack II, Btl of the Bulge</b> Set of 8 scenarios focusing on battles in Belgium during the Battle of the Bulge. '98	n	<u>New</u> Out Of Print	<del>\$11.00</del>	<b>\$8.00</b>
81028	<b>ASL:Hero Pax 4, Med Theater of Ops</b> Scenario pack with 8 tourny style scenarios plus 2 additional ones, all focused on battles around the Mediterranean. '06	Fo	<u>New</u> Out Of Print	<del>\$10.00</del>	<b>\$9.00</b>
103234	<b>ASL:Omaha West 3rd MAP UPGRADE SET</b> 3rd edition MAP ONLY upgrade. Includes a remastered 3-map set.	Fo	<u>New</u> Out Of Print	<del>\$34.00</del>	<b>\$27.00</b>
45824	<b>ASL:Ordeal Before Shuri, Btl of Okinawa</b> Scenario pack focused on the fight for Okinawa, 1945. Includes 8 scenarios, & color map. '99	Fo	<u>New</u> Out Of Print	<del>\$33.00</del>	<b>\$26.00</b>
31845	<b>ASL:Rout Pak II</b> Add-on kit allowing play of 10 scenarios from a wide variety of theatres. '96	zl	<u>New</u> Out Of Print	<del>\$15.00</del>	<b>\$10.00</b>
80013	<b>ASL:Rout Pak III</b> Add-on kit providing 8 scenarios from a wide variety of theatres. including Marine Jaegers, Zionists in the Warsaw Ghetto, & the Spanish Blue Division. '98	zl	<u>New</u> Out Of Print	<del>\$15.00</del>	<b>\$10.00</b>
55622	<b>ASL:Scotland the Brave II</b> 10 scenario campaign kit covering more of the battle of Epsom between an untested Scottish division & elements of 3 SS divisions. Links with prior StB I kit for a large battle of Normandy.	Fo	<u>New</u> Out Of Print	<del>\$27.50</del>	<b>\$19.00</b>
91406	<b>ATS: Berlin, Fuhrer's Bunker GAME</b> 19 counters loose from tree. Includes only 1 of 2 identical AFV countersheets. Otherws new, unpunched & unused, & complete ■ Complete ATS GAME with 2 new maps that links to B,RV and focuses on Hitler's bunker. Lots of intense, urban close quarters combat between well armed survivors. 15 scenarios, 280 marker counters. '09	zl	<u>&lt;New</u> Out Of Print	<del>\$55.00</del>	<b>\$45.00</b>
91546	<b>ATS: Berlin-Red Victory: Fuhrer's Bunkr</b> ATS kit with 2 new maps that links to B,RV and focuses on Hitler's bunker. Lots of intense, urban close quarters combat between well armed survivors. 15 scenarios, 280 marker counters. '09	zl	<u>New</u> Out Of Print	<del>\$36.00</del>	<b>\$30.00</b>
94220	<b>ATS: Berlin-Red Victory: Fuhrer's Bunkr</b> Rear cover of rules dog-eared on one corner. ■ ATS kit with 2 new maps that links to B,RV and focuses on Hitler's bunker. Lots of intense, urban close quarters combat between well armed survivors. 15 scenarios, 280 marker counters. '09	zl	<u>&lt;New</u> Out Of Print	<del>\$35.00</del>	<b>\$28.00</b>
102723	<b>ATS: Bloody Omaha II [2nd]</b> Update of Bloody Omaha for the ATS system with a new set of counters & new maps. Complete game with all needed to play the battle for Omaha Beach at the Normandy landings, June 1944. Maps link & are 6ft long. Includes the latest ATS rulebook (v4). Multiple scenarios, including both small & fast scenarios on single maps, to the complete campaign lasting for...days, and covers the beach landings on 6 June thru the advance a mile inland. Includes Battlefield walk-around intro rules set. '13	BC	<u>New</u> Out Of Print	<del>\$160.00</del>	<b>\$135.00</b>
100659	<b>ATS: Hell Behind the Eastern Front</b> Historical module focused on security operations & partisan sweeps against partisans on the eastern front, 1943-4. Includes an historical map, 4 countersheets (including SS & AFVs, 452 counters total), rules & 8 scenarios. Ported from earlier ASL kit of this name. L.Winslow'13	Fo	<u>New</u> Out Of Print	<del>\$50.00</del>	<b>\$40.00</b>
101688	<b>ATS: Hill of Blood, Mamayev Kurgan</b> 15 scenario ATS module covering actions in Stalingrad as the Soviets fiercely defend Mamayev Kurgan, the high mound above the core of Stalingrad. Includes 508 unit & marker counters, historical map. '13	zl	<u>New</u> Out Of Print	<del>\$50.00</del>	<b>\$42.50</b>
90697	<b>ATS: Pointe du Hoc</b> ATS kit covering the 2nd Rangers assault against the cliffs at Pointe du Hoc in support of the Normandy landings. 6 scenarios, counters & map. Requires Bloody Omaha for play. '09	zl	<u>New</u> Out Of Print	<del>\$22.00</del>	<b>\$16.00</b>
89908	<b>ATS: Snakeshead Ridge, Btl of Cassino</b> ATS kit providing 8 scenarios & historical map of the Cassino battlefield in Italy, pitting soldiers of 6 Allied nations agains German 1st Para troops, as the allies attempt to take two high points north of the monestary. Many specific countersheets required but must be purchased separately. '09	Fo	<u>New</u> Out Of Print	<del>\$18.00</del>	<b>\$15.00</b>
102742	<b>ATS: Sweet 16 Scenario Pack 1</b> ATS scenario kit using the Sweet 16 geomorphic map collection. '13	zl	<u>New</u> Out Of Print	<del>\$8.00</del>	<b>\$5.00</b>
102743	<b>ATS: Sweet 16 Scenario Pack 2</b> ATS scenario kit using the Sweet 16 geomorphic map collection. '13	zl	<u>New</u> Out Of Print	<del>\$8.00</del>	<b>\$5.00</b>

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85258	<b>ATS: Tobruk Exp. 2, Benghazi Handicap 2nd</b>	zl	<u>Mint</u>	Out Of Print	<del>\$15.00</del> <b>\$11.00</b>
	Reprint. ■ Reprint. Benghazi Handicap. Expansion kit for Tobruk including 12 scenarios, various map overlays & 30 AFV counters for battles of April 1941 in the war in the desert. '02				
98130	<b>ATS: Tobruk Exp. 4, Blunted Sword 2nd</b>	zl	<u>New</u>	Out Of Print	<del>\$15.00</del> <b>\$12.00</b>
	Reprinted. ■ Reprinted. Blunted Sword. Expansion kit for Tobruk including 12 scenarios & 30 AFV counters for battles of 1942-3 in the war in Tunisia. Includes the first appearance of the Tiger tank. '03				
<b>CRITICAL HIT Magazine (CRImag)</b>		<a href="http://www.criticalhit.com">http://www.criticalhit.com</a>			
74313	<b>Critical Hit Special Ed 2000 REPRINT (w/Mag)</b>	Fo	<u>New</u>	Out Of Print	<del>\$10.00</del> <b>\$8.00</b>
	Beta Fomm map NOT included. ■ Mag + Game. Reprint of this 2000 magazine focused on Operation Compass & the Beda Fomm campaign in N.Africa 1940 w/ 27 scenarios (& originally with historical map; reprint does not include that). '02				
<b>Dan Verssen Games (Versse)</b>					
109949	<b>Counter Trays, DVG Style Trays 25-pak</b>	<u>FB</u>	<u>New</u>		<del>\$69.00</del> <b>\$60.00</b>
	25-pak. ■ 25-PACK of Dan Verssen Game's 2pc DEEP DISH style counter trays, with 20 pockets each 7/8" deep generally doubling the number of counters that can be stored (and preventing puckering if you store dice). A significant step forward in our opinion. Fits standard (but not AH) sized bookcase boxed games. '14				
112121	<b>Down in Flames: Wingmen Kit</b>	SC	<u>New</u>		<del>\$26.00</del> <b>\$22.50</b>
	Kit adding wingmen to the DIF game system. Includes 2 wingmen cards for each aircraft type appearing in Aces High & Guns Blazing, plus cards for 3 new fighters (160 total). D.Verssen'12				
111504	<b>Modern Land Battles, Target Acquired</b>	BC	<u>New</u>		<del>\$36.00</del> <b>\$29.00</b>
	Simpler multi-player card game of tactical combat in the modern era using the Modern Naval Battles system. Draw vehicles & weapons from 8 nations: USA, USSR, UK, China, Israel, insurgents and combined Arab nations. Fight out scenarios taken from the cold war, 6 Day War, Iran-Iraq War, Lebanon, 1973 Yom Kippur War, Falklands War, Gulf War of 1991, and almost any other contemporary battle. Includes 240 cards. D.Verssen'15				
103211	<b>Stalingrad, Battle for...</b>	BC	<u>New</u>		<del>\$27.50</del> <b>\$22.50</b>
	2-player card game of the bitter battle for Stalingrad, July 1942-Feb 1943. German forces attempt to capture the city by fighting for one rubble-strewn city block after another in the face of mounting resistance & casualties. A key dynamic is that as the city is destroyed, your supplies dwindle reducing your ability to move & fight. Includes 168 cards. Fast playing, simple. D.Verssen'14				
116159	<b>U-Boat Leader &amp; Gato Leader MINIATURES</b>	HC	<u>New</u>		<del>\$28.00</del> <b>\$24.00</b>
	Kit. Set of 14 naval miniatures intended for use in DVG's solitaire games. Set includes 1 CV, 1 BB, 1 CA, 3 DDs, 6 transports & 2 subs ranging in size from 25-50mm. Also includes an 11x17" mounted sonar mapboard as a players aid. '16				
116158	<b>U-Boat Leader, Btl for North Atlantic 2d</b>	DC	<u>New</u>		<del>\$50.00</del> <b>\$47.50</b>
	2016 2nd edition. ■ Enlargement of this operational & tactical level, solitaire game of the U-Boat portion of the Battle of the Atlantic, 1939-43, including every type of U-Boat produced (including the late war Type XXI Walter boats), each with individualized ratings. U-boats are positioned to detect convoys; when sighted, they attempt to attack while evading escorts. 264 counters, 165 cards, 4 campaign scenarios, modest complexity. 2nd ed adds detailed rules for u-boat damage. 352 counters, 165 color cards representing the ships of all types. D.Schueler'16				
<b>DecGms FIRE &amp; MOVEMENTMag (Dec FM)</b>		<a href="http://www.decisiongames.com">http://www.decisiongames.com</a>			
46724	<b>Fire &amp; Movement (Dec Gms) #119</b>	n	<u>New</u>	Out Of Print	<del>\$4.00</del> <b>\$1.00</b>
	1x3 Inventory label on cover. ■ ARTICLES & REVIEWS ON: GAMERS Burma 1st w/ strategy, GMT Paths of Glory 1st, APL GWAS Russo-Japanes War & USN Plan Black, GMT Salamis kit for War Galley. '00				
<b>DecGms WARGAMER v2 Mag (Dec WG)</b>		<a href="http://www.decisiongames.com">http://www.decisiongames.com</a>			
86781	<b>Wargamer (Decision Games) v2 # 9</b>	n	<u>Excel</u>	Out Of Print	<del>\$4.00</del> <b>\$2.00</b>
	ARTICLES ON: SSI Typhoon of Steel PC review; GAMERS In Their Quiet Fields & Thunder at the Crossroads review; Physical Game Systems Design; TSR Onslaught strategy; WWW Indian Mutiny stratgy & replay; converting SL scenarios to ASL, and ASL scenarios WG1-2; reviews on PACRIM Drive on Frankfurt, TSR Sniper Hetzer, GW Blood Royale, High Seas PC, Red Storm Rising PC, Hunt for Red October PC; status of wargaming by Dean Essig. '88				
90367	<b>Wargamer (Decision Games) v2 #10</b>	n	<u>Excel</u>	Out Of Print	<del>\$3.00</del> <b>\$2.00</b>
	ARTICLES ON: Assault on Hoth review & strategy; PANTHERS' Fire Brigade review; PacRim's 48th Panzer Corp history; ASL Partisan's 1st review; Pegasus Bridge strategy; Abensberg strategy; ASL scenario WG3-6; PC software reviews. '89				
72606	<b>Wargamer (Decision Games) v2 #16</b>	n	<u>Excel</u>	Out Of Print	<del>\$2.00</del> <b>\$1.00</b>
	1x3 Inventory label on cover. ■ ARTICLES ON: SDI First Blood review; GDW Test of arms review; COA La B Albuera-Espagnol analysis; VG Civil War Southern strategy; WWW Africa Orientale playthru; WWW Rush for Glory playthru; EMS Rise & Fall review; TSR Sniper Bug Hunt review; Collecting wargames; SSI Stellar Crusade PC; Microprose Pirates! PC; SC Strateic Conquest PC. '89				
<b>Decision Games (DecGms)</b>		<a href="http://www.decisiongames.com">http://www.decisiongames.com</a>			
117206	<b>D-Day at Peleliu</b>	BC	<u>New</u>		<del>\$45.00</del> <b>\$42.00</b>
	Solitaire game of the US amphibious assault on Peleliu Island to secure a strategic airbase. Player commands a US marine division against 10,000 entrenched Japanese. Uses the same system as the popular & earlier D-Day at Omaha Beach & D-Day at Tarawa, with many enhancements. Can be played cooperatively by 2+ players. 352 counters, 55 cards, 3 scenarios.J.Butterfield'15				
105262	<b>Emperor's 1st Btls / Napoleon's 1st Btls</b>	HC	<u>New</u>		<del>\$37.50</del> <b>\$35.00</b>
	Repackaging of two games in a single box (Emp 1st Btls). EFB is a graphic update of gms on btls of Austerlitz Dec 1805, and Jena-Auerstadt, Oct 1806. '95 / NFB is 4 simple games of Nappy's trials at Montenotte and Arcola, 1796, Pyramids, 1798, Marengo 1800. J.Miranda'93				

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Part#	Game Title & Edition ( & Issue# for Mags)	Box	Out of	Our Normal	Clearance Sale Price
		Condn	Print ?	Cash-Basis Price	Thru Noon 12/23/2016
<b>110355</b>	<b>Lebanon '82, Operation Peace for Galilee</b>	Fo	<u>New</u>	<del>\$15.00</del>	<b>\$10.00</b>
	Folio game using the Fire & Movement game system. Covers the Israeli invasion of Lebanon in 1982 to establish a puppet govt of its liking, but became engaged in vicious urban battles. Situation is one of attrition and thus focusing resources. Includes 1982, 1975 & 2006 scenarios showing the progression of Israeli tactics & opponents over time. 100 counters. '12				
<b>89119</b>	<b>Leningrad 2nd</b>	HC	<u>Mint</u>	<del>\$20.00</del>	<b>\$14.00</b>
	Earlier 2nd edition. ■ Graphic update of this smlr gm of Army Group N's drive on Leningrad from 22 June - 13 Spt '41. '93				
<b>101123</b>	<b>Loos 1915, the Big Push</b>	Fo	<u>New</u>	<del>\$15.00</del>	<b>\$12.50</b>
	Folio game using the Fire & Movement game system. Covers the British diversionary attack near Loos late in 1915. Artillery must be used to generate breakthrough which can only be exploited by specially designated reserves; the Brits must move fast. 100 counters. '13				
<b>109929</b>	<b>Pacific Battles v1: The Rising Sun</b>	HC	<u>Excel</u>	<del>\$30.00</del>	<b>\$25.00</b>
	Complete. Bataan counters unpunched. Very clean. ■ A trilogy of games covering key battles in the first part of the war in the Pacific at a grand tactical level (Co/btl/rgt). Fall of Singapore (Dec'41-Feb'42) as 3 Japanese divisions chase the Brits down the Malay Peninsula & seize the prize, Singapore; Struggle on Bataan (Jan-Apr'42), in which ill supplied US-Filipino defense that disrupted the Japanese timetable; Turning Point Guadalcanal (Aug'42-Feb'43) covers the bitter land battle for the island. '02				
<b>118179</b>	<b>Rebels &amp; Redcoats I</b>	HC	< <u>New</u>	<del>\$35.00</del>	<b>\$25.00</b>
	Concaved crease along portions of two edges on box btm. Otherws new & shrinkwrapped. ■ Set of 4 lo complexity gms from the Revolutionary War: Bunker Hill 6/1775, Brandwine 9/1777, Germantown 10/1777, Monmouth 6/1778. '95				
<b>117840</b>	<b>Struggle for the Galactic Empire 2nd</b>	BC	<u>New</u>	<del>\$45.00</del>	<b>\$42.00</b>
	2014 (2nd ed) reprint. ■ 2014 (2nd ed) reprint of this strategic level, solitaire game of a galactic empire trying to maintain order in the face of rebellions, corruption & attacks that threaten to undo it's hold on the known universe. Sort of like helping Darth Vader manage the Empire a little better... 352 counters, 1 map. J.Miranda'14				
<b>Decision Games S&amp;T Games (DecS T)</b>		<a href="http://www.decisiongames.com">http://www.decisiongames.com</a>			
<b>69131</b>	<b>1918, Imperial Germany's Last Chance#223 (w/Mag)</b>	n	<u>New</u>	<del>\$22.00</del>	<b>\$18.00</b>
	Mag & Game. Div-corp level game of the war on the entire western front, March-Aug 1918. Depict's Germany's urgent need to somehow pierce the Allied lines & will to stave off eventual defeat. 1wk/turn, 15km/hex, 3 different game lengths starting from samee time. J.Miranda'04 / ARTICLES ON: 1918, Germany's Last Chance; the French Campaign in Egypt After Napoleon, 1799-1801; Australia & the War on Terror 2001-2; Swedish-Tripolitanian War 1798-1803; Shogun's March to Peking, 1592-58.				
<b>70450</b>	<b>Asia Crossroads, Great Game #216 (w/Mag)</b>	n	<u>New</u>	<del>\$26.00</del>	<b>\$20.00</b>
	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.				
<b>90912</b>	<b>Black Prince, Crecy &amp; Navarette #260 (w/Mag)</b>	n	<u>New</u>	<del>\$20.00</del>	<b>\$17.50</b>
	Mag & Game. Two key battles from the time of the English king known as the Black Prince late in the Medieval period. Navarette covers the Apr 1347 battle during the 100 Years War between the English & the French & their Castilian allies. 50yd/hex, 500men/counter, 20min turn. Crecy covers the 1346 battle in which the French mounted knights prove the cost of arrogance in the face of lowly archers. 80yd/hex, 500men/unit, 40min/turn. / ARTICLES ON: the Black Prince & medieval warfare; Issues in designing tactical pre-modern wargames; the Arab Legion in WW2 & the first Arab-Israeli War; Central Powers offensive at Caporetto, Italy, 1917; Military evolution in 16th & 17th Centuries & 30 Years War. '09				
<b>97665</b>	<b>Blood on the Tigris #176 (w/Mag)</b>	n	<u>Mint</u>	<del>\$24.00</del>	<b>\$19.00</b>
	Cherry. ■ Mag & Game. Covers the Allied drive on Baghdad up the Tigris-Euphrates delta beginning early in the war thru the time of its historical capture in April 1917. Brig level with an emphasis on logistics & command. Campaign & a short scenario. 220 counters, 6mi/hex, 1mo/turn. P.Moore'96 / ARTICLES ON: Mesopotamian Campaign in WWI; War on the Plains, Prelude to Little Bighorn; Dennis Mahan, Warfare as Art & Science; Strategy in the Great War [WWI]; the Siege of Rhodes 305BC; German Troops in the Am Revolutionary War; Confederate Propaganda; Destruction of the Iraqi Navy.				
<b>85886</b>	<b>Civil War in the Far West 1862 #252 (w/Mag)</b>	n	<u>New</u>	<del>\$19.00</del>	<b>\$17.50</b>
	Mag & Game. w/ variant counters for Back to Iraq 3rd (34) & No Prisoners (7). Simpler game of the Confederate attempt to secure the southwestern USA (mainly New Mexico) early in the American Civil War, Feb-Jun 1862. 9mi/hex, 100men/strength pt, 1mo/turn. C.Diamond'08 / ARTICLES ON: the Am Civil War in the West; Great War & the Origins of Air Warfare; variant rules for No Prisoners & Back to Iraq 3rd; Chinese Naval Power in the Pacific & Indian Oceans; Lion of Mali, 1300s.				
<b>91680</b>	<b>Cropredy Bridge, A Fleeting Victory #148 (w/Mag)</b>	n	<u>Mint</u>	<del>\$14.00</del>	<b>\$8.00</b>
	Rules separated. ■ Mag & Game. Tactical battle between Rooyalists & 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.				
<b>98516</b>	<b>First Air Battle Over Britain #255 (w/Mag)</b>	n	<u>Mint</u>	<del>\$19.00</del>	<b>\$16.00</b>
	Cherry. ■ 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.				
<b>87832</b>	<b>First Air Battle Over Britain #255 (w/Mag)</b>	n	<u>New</u>	<del>\$20.00</del>	<b>\$17.00</b>
	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.				

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87812	<b>First Air Battle Over Britain #255 (w/Mag)</b>	n	<New	<del>\$18.00</del>	<b>\$15.00</b>
	Crease all along spine on mag cover, with a small fan of creases at upper end. Otherws new & unpunched. ■ 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.				
89980	<b>First Blood, Second Marne 1918 #248 (w/Mag)</b>	n	New	<del>\$20.00</del>	<b>\$17.50</b>
	Mag & Game. Tactical level combat between the American Expeditionary Force and German strosstrupen at the Second Marne, July 1918, near Chateau Thierry in the last of the German's offensives of the year. 15-45min/turn, 100yd/hex. T.Bomba'08 Mag contains ARTICLES ON: US 3rd Inf at the Marne 1918; Alex the Great in Afghanistan; Eugne in Hungary 1716. Plus all those ads.				
87270	<b>Hannibal's War #254 (w/Mag)</b>	n	New	<del>\$20.00</del>	<b>\$17.50</b>
	Mag & Game. 2, 3 or 4 player game covering the struggle for control of the Mediterranean in the 3rd century BC among Rome, Carthage, Macedonia & the Gauls. Uses 1066 game system. 1yr/turn, 100mi/square, strategic level. 176 5/8" counters. J.Miranda'08 / ARTICLES ON: the Second Punic War; Cybernetic warfare in the 21st century; the British campaign in the Rio de la Plata (now Argentina), 1806-7; border tank battles in Ukraine, June 1941.				
91077	<b>Italian Campaign, Sicily #146 (w/Mag)</b>	n	Mint	Out Of Print	<del>\$24.00</del> <b>\$15.00</b>
	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, btln/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.				
104275	<b>Italian Campaign, Sicily #146 (w/Mag)</b>	n	Mint	Out Of Print	<del>\$22.00</del> <b>\$10.00</b>
	Some rules hiliting, otherws mint. ■ 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, btln/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.				
91817	<b>Kaiser's War, 1918-19 #261 (w/Mag)</b>	n	New	<del>\$22.50</del>	<b>\$18.00</b>
	Mag & Game. Strategic level game of the situation in 1918 thruout Europe & the Near East as the Central Powers look for some way to decisively pursue the war on the Western & Italian Fronts. 62mi/hex, 2mo turn, corp/army level. J.Miranda'10 / ARTICLES ON: German Strategy in 1918; POWs in the Korean War; the B-36; China & US carrier strategy; Harald Hardrada, Viking's Greatest King; Btl of Albermarle Sound, North Carolina, Spt 1863.				
68780	<b>Lost Battalion #217 (w/Mag)</b>	n	New	Out Of Print	<del>\$21.00</del> <b>\$18.00</b>
	Mag & Game. Solitaire or 2 player, rgt level game of the largest US offensive during WW-I as the US drives thru the Argonne forest and tries to cross the Meuse. 420 counters, rgt lvl, 3days/turn, 1mi/hex. Solitaire version is a fully developed system that plays the Germans. 3days/turn. J.Desch'03 / ARTICLES ON: American Army in WWI; Axis Navies on Lake Ladoga in WW2; Irish Brigade of the Spanish Army 1709-1818; Roots of Warfare in western Europe; Far Eastern Nations' OoBs; Linebacker, the American Air War in Vietnam 1972; Am Revolutionary War in New York & New Jersey 1776.				
82016	<b>Manila '45, Stalingrad of Pacific #246 (w/Mag)</b>	n	New	<del>\$20.00</del>	<b>\$18.00</b>
	Mag & Game. w/30 variant counters for Dagger Thrust. Simpler, grand tactical level game of the Japanese last stand in the Philippine capital in spring of 1945. The US must eliminate all Japanese defenders in 10 turns to win. Japanese has wide quality/size of units but the advantage of hidden status3days/turn, 0.5km/hex, co/btln level, with 22 different unit types. Articles on the Philippines 1945; Memnon Challenges Alex the Great at sea, 33BC; Nigerian Civil War 1967-70; Final battle of the Gettysburg Campaign. J.Miranda'07				
70041	<b>Middle East Battles, '56 &amp; '67 #226 (w/Mag)</b>	n	New	Out Of Print	<del>\$20.00</del> <b>\$17.50</b>
	Mag & Game. Includes variant counters for Dixie #54 (10) and East is Red (30). Coverage of the battles of Suez in 1956 Arab-Israeli War & El Arish in the 1967 war. Btln level, 200 counters, 1 map. 6-8hrs/turn, 1mi/hex. J.Miranda'05 / ARTICLES ON: Clash of Armor in the Sinai, 1956 & 1967; Insurgency in Nepal; Prusso-German Army, 1815-1914; Naval Revolution, Sail to Steam; Maginot Line Myths; Cromwell's New Model Army & the English Civil War, 1642-51; German Naval Warfare in WWII; Variant for Dixie #43.				
97661	<b>Molotov's War #172 (w/Mag)</b>	n	Mint	Out Of Print	<del>\$33.00</del> <b>\$23.00</b>
	Cherry. ■ Mag & Game. Rgt-div level game of the Russo-Finnish War of 1939-40 in Finland south of Lake Ladoga. 160 counters, 8mi/hex, rgt/div level, 10days/turn. Also includes Advanced Successors variant rules for Successors #161 w/ 40 counters. J.Desch'95 / ARTICLES ON: the Winter War 1939-40; the Dong Xuan Campaign in Vietnam 1965; the German Atomic Weapon Effort in WWII; Napoleon's 1815 Defense of France; Beginings of the Han Dynasty in China; Swiss Pikemen; Spad A2 design of WWI; German Yugoslave Units of late in WW2; Spanish Blue Div. in WW2; Arab Corp in Desert Storm; Carrier Pigeons in Vietnam; Marching to the Sounds of Guns; George Orwell & Modern Warfare.				
97474	<b>Objective, Tunis #140 (w/Mag)</b>	n	Mint	Out Of Print	<del>\$14.00</del> <b>\$10.00</b>
	Cherry. ■ Mag & Game. Game of the initial & confused brawl for control of Tunisia immediately after the Allied Torch landings to the distant west, Nov 42. The Vichy French posture is a key variable; can be a wild game. Uses Battles of N Afrika system. 3 scenarios. co/btln lvl, 2mi/hex, 200 counters. V.Van Borries'91 / ARTICLES ON: the Battle for Tunisia 1942; 20th Centur Mercenarios, 1899-1914; Biochemical warfare in ancient times; Railroad movement of troops during the American Civil War; Battle of Lissa, 1866.				
45086	<b>Objective, Tunis #140 (w/Mag)</b>	n	New	Out Of Print	<del>\$15.00</del> <b>\$10.00</b>
	Mag & Game. Game of the initial & confused brawl for control of Tunisia immediately after the Allied Torch landings to the distant west, Nov 42. The Vichy French posture is a key variable; can be a wild game. Uses Battles of N Afrika system. 3 scenarios. co/btln lvl, 2mi/hex, 200 counters. V.Van Borries'91 / ARTICLES ON: the Battle for Tunisia 1942; 20th Centur Mercenarios, 1899-1914; Biochemical warfare in ancient times; Railroad movement of troops during the American Civil War; Battle of Lissa, 1866.				

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72425	Old Contemptibles, Battle of Mons #228 (w/Mag)	n	<u>New</u> Out Of Print	<del>\$20.00</del>	<b>\$17.50</b>
	Mag & Game. w/ variant counters for Back to Iraq 3 (33) & markers for Ottomans (20). Coverage of the small but expert British Expeditionary Force in northern France, at the first meeting between the Germans & Brits at Mons, 1914. 1mi/hex, 2hr/turn, btln/rgt level. Has the look & feel of a Command/XTR game. R.Bell'05 / ARTICLES ON: The British Expeditionary Force in WWI, & its Evolution; the Conflict in Angola; New info on PQ-17; German upward firing cannons on Night Fighters; Coup d'etat Attempt in Republic of Texas 1836; Asustralia in Somalia 1992-94; Iranian OoB 2004; Battle of Eylau 1807, w/ OoB.				
60247	Operation Elope #211 (w/Mag)	n	<u>New</u> Out Of Print	<del>\$25.00</del>	<b>\$19.00</b>
	Mag & Game. Operation level game of the Allied intervention in the Russian Civil War, 1918-1919, in the northern Urals near Archangel. Ostensibly to prevent massive supplies from being captured, the intervention grew to attempting to defeat the Bolsheviks. 260 counters, 6mi/hex, 1mo/turn, co/pltn/rgt level. P.Moore'02 / ARTICLES ON: Allied Intervention in the Russian Civil War, 1917-20; Rise of the Soviet Army; the B-2 Bomber; the Indo-Pakistani power balance; the first Jacobite Wars in Britain, 1670-1701; Military History of Colonial Brazil. '01				
68802	Ottomans, Rise of the Turkish Empire#222 (w/Mag)	n	<u>New</u> Out Of Print	<del>\$30.00</del>	<b>\$25.00</b>
	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.				
97017	Over the Top: Mons & the Marne 1914 #186 (w/Mag)	n	<u>Mint</u> Out Of Print	<del>\$42.00</del>	<b>\$35.00</b>
	Unpunched, but missing 21 markers (only); Counters printed askew such that unit IDs (only) on most counters partially cut off; all unit values are OK; color photocopy of countersheet included. Several sml, 1/4" abrasions on map mostly in margin areas. ■ Mag & Game. Pair of brigade lvl games of the opening campaign in the west, WWI. 2 scenarios: Mons, Aug. 1914, and the Marne, Spt 1914. Brig level, 12hrs/turn, 280 counters. J.Miranda'97 / ARTICLES ON: Battles of Mons & the Marne, 1914; the Eastern Operation, the Japanese Plan to Conquer Hawaii; Cooperation between Germany & the USSR 1920-33; the German Scharnhorst & Gneisenau; Italian Tanks of WWII; Byzantium #183 & First Arab-Israeli #185 Errata; 1848, Europe in Revolution; Evolution of the British Inf Battalion during the World Wars.				
64270	Rough & Ready #212 (w/Mag)	n	<u>New</u> Out Of Print	<del>\$19.00</del>	<b>\$17.50</b>
	Mag & Game. With 20 errata counters for Crimean War #201 (8), Forgotten Axis #206 (1), Twilight Hapsburgs #204 (11). Grand tactical game covering 3 battles from early in the American invasion of Mexico, 1846-7. Covers Palo Alto (May 1846), Resaca de la Palma (May 1846) & Rio Sacramento (Feb 1847). Includes 2 maps, 240 counters. R.Berg'02 / ARTICLES ON: Taylor's Invasion of Northern Mexico, 1956; Bonnie Prince Charlie & the '45; Spanish Blue Division in the USSR 1941-4; Germany's 18th Artillery Division; Last 7 Days of France 1940; Interview with the Pilot of the Enola Gay; Samurai Warfare in the Sengoku Period; Technology Represented in Strategy Games, using TFG's Liftoff as an example; Ibn Battuta, Prince of Travelers.				
97386	Russian Civil War 2nd #267 (w/Mag)	n	<u>New</u>	<del>\$39.00</del>	<b>\$35.00</b>
	Mag & Game. Update of this strategic level, area move, 3-6 player game of the chaotic Russian Civil War, 1918-21 originally published by SPI. Map extended to central Asia & Mongolia, specialized unit functions added, foreign forces added & various clarifications & optional rules including rules for solitaire & large group play. Rule elaborations cover the machinations of the politboro, purges, assassinations, a wide variety of random events, armored trains, strikes, etc. 32pgs of rules, 2maps, 520 counters. J.Dunnigan, J.Miranda'11 / ARTICLES ON: Russian Civil War 1918-22, history & game design notes; Marengo; Artillery at Waterloo; Voyage of the IMS Wolf, 1916; Casualties among ancient Greek generals; US experimental tanks of the 1950-60s. '11				
77100	Sedan Campaign, 1870 #224 (w/Mag)	n	<u>Mint</u> Out Of Print	<del>\$24.00</del>	<b>\$20.00</b>
	Complete. ■ Mag & Game. Includes variant counters for Indochina (11), Belisarius (29), 1918 (9), Grp Soviet Forces (1), Ottomans (3), Boer War (10), Inv Taipei (10), Indo-Pakistani (48), Asia Crossroads (11), First Afghan (7), Xenophon (3), Chancellorsville/Plevna (8). Simpler, operational level game of the decisive campaign of the Franco-Prussian War, 1870. 4.4mi/hex, 3days/turn, div level. T.Bomba'04 / ARTICLES ON: Sedan Campaign 1870; Second Afghan War 1879-1881; the P-39 Aircobra & Buffalo Fighters; Italo-Turkish War of 1911-12; Ascendancy of Athens 500-400BC; USN 5/25 AA Gun; Sixth SS Panzer Army in Hungary 1945; Armies of the Eastern Front 1944-5.				
68795	Seven Years World War #221 (w/Mag)	n	<u>&lt;New</u> Out Of Print	<del>\$29.00</del>	<b>\$25.00</b>
	Mag cover pulling away at all 3 staples, with a crease along spine, due to poor storage. Repairable with tape. Unpunched & otherws new. ■ Mag & Game. The 7 Years War covered as a global war of empire. 8 European powers plus India & China compete for dominance. Can be played by 2-4 players thru military, economic & diplomatic means. Yearly turns, army/fleet level. J.Miranda'04 / ARTICLES ON: Seven Years World War, the First Global Conflict, 1756-1763; Frederick the Great & the art of battle management during the Seven Years War; the Alamo; first actions of Britain during WWII; Australians in Iraq 2003; Frederick War & the Taiping Rebellion; Philippines Insurrection 1899-1902; Destruction of French Mobile Group 100 in Vietnam, 1954. '04				
79616	Spanish Civil War Battles, v2 #219 (w/Mag)	n	<u>&lt;New</u> Out Of Print	<del>\$20.00</del>	<b>\$14.00</b>
	Mag mildly dog-eared; 5 counters loose from tree; otherws new. ■ 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 Penarroja, Jan. 1939. 280 counters, 1mi/hex, 1day/turn, btln/rgt/brg/div level. P.Moore'03 / ARTICLES ON: the Spanish Civil War 1936-39; Stalingrad & the End of German Invincibility; Kaiser's Africa Airship; Sydney Reilly, Ace of Spies; War Chariot in China; First Sih War, 1845-6.				
74817	They Died with Their Boots On, v1 #236 (w/Mag)	n	<u>New</u> Out Of Print	<del>\$32.00</del>	<b>\$29.00</b>
	Mag & Game. 2 games of US Army campaigns: Custer's Last Stand 1876, covering the US's campaign against the Cheyenne & Souix thru the spring & summer; and the Quebec Expedition 1775-6, during which the US hoped to provoke Canadian succession by advancing on Quebec. Both are operation level, covering a multi-state area. 1 map in 2 sections, 280 counters. J.Miranda'06 / ARTICLES ON: Custer's Last Stand, the Little Bighorn-Yellowstone Campaign of 1876; the Revolution Marches North, the 1775 American Invasion of Canada; Friendly Fire in the War of 1812; Failsafe in the Strategic Air Command; Sepower in the Second Punic War; First Aircraft Carrier; Aerial Interdiction in the Korean War; the US Marines in the ETO, 1941-44.				

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Part#	Game Title & Edition ( & Issue# for Mags)	Box	Out of	Our Normal	Clearance Sale Price
		Condn	Print ?	Cash-Basis Price	Thru Noon 12/23/2016
<b>69813</b>	<b>Twilight's Last Gleaming, War v2 #225 (w/Mag)</b>	n	<u>New</u> Out Of Print	<del>\$29.00</del>	<b>\$25.00</b>
	Mag & Game. Three more small battles from late in the War of 1812. The Thames (Oct 1813), Chippewa (July 1814), and Lundy's Lane (July 1814). 50men/factor, 100yd/hex, 15-60min/turn. 88 counters, 3 maps on 1 map surface. C.Diamond, W.Sariego, T.Bomba'04 / ARTICLES ON: Greatest Tank Battle: Kursk-Orel Salients, Summer 1943; Armies of the Eastern Front, 1943; Development of the Canadian Army, 1660-1900; Italy's Piaggio 108B Heavy Bomber; Cold War's Last Casualties; Austrian Divisions in WW2; Maurice of Nassau, Pioneer of Modern Warfare; Alcibiades, Demagogue of the Peloponnesian War.				
<b>91073</b>	<b>Zeppelin, First Btl Over Britain #159 (w/Mag)</b>	n	<u>Mint</u> Out Of Print	<del>\$20.00</del>	<b>\$15.00</b>
	Two mag pages trimmed of excess paper due to printing error. ■ Mag & Game. Operational/Strategic lvl game covering German air bombing & combat over England, 1916-8, via zeppelins. 9 scenarios based on various points in time. Victory comes thru point accumulation for accomplishing various tasks (such as successful bombing, shooting down a zeppelin, or rescuing downed crew). 1-2players, 240 counters. M.McVeigh'93 / ARTICLES ON: Zeppelin, the First Battle Over Britain, 1914-8; Upton's Report on European & Asian Armies, 1876; Tactics of the Roman Civil War; Why Iraq Failed in Desert Storm; errata for Roman Civil War #157, Franco-Prussian War #149 & Russo-Turkish War #154.				
<b>Decision Gms Modern War M (Dec MW)</b>		<a href="http://www.decisiongames.com">http://www.decisiongames.com</a>			
<b>117003</b>	<b>Next War in Lebanon #13 (w/Mag)</b>	n	<u>New</u>	<del>\$22.50</del>	<b>\$19.00</b>
	Mag & Game. Operational level game of a future Israeli invasion of Lebanon with the goal of eliminating a rival, Hezbollah (which the game posits as purely a terrorist organization). Envisioned as a much larger version of the 2006 invasion. Syrian & Iranian forces may also enter the game per certain conditions or mutual agreement. Game uses an unusual, very large hex map (with only 21 hexes total), with unlimited stacking; operations are performed within a hex. 176 counters. B.Train'14 / ARTICLES ON: the Next War in Lebanon (and the 2006 War); the Ukraine Crisis, Part I: Crimean Flashpoint; African Stalingrad: Cuito Cuanavale, Angola 1987-88; 32 Buffalo Battalion, [old] South Africa's Military Elite; the Luftwaffe Flew Again, German Aircraft after 1945; Ad Hocery & US Unit Cohesion; Nanotech Soldiers & Future Operations; Cold War Nuclear Weapons for Air Combat; Russia's T-90 Tank.				
<b>117410</b>	<b>Race to Baghdad, 2003 #20 (w/Mag)</b>	n	<u>New</u>	<del>\$25.50</del>	<b>\$23.00</b>
	Mag & game. Solitaire game in which the player controls coalition forces during the so-called Operation Iraqi Freedom invasion of Iraq led by the US. Uses a system similar to Patton's Third Army, with several lineal lines of attack defined on the map. Goal is to defeat Iraqi defenses initially and then prevent an insurgency. Can be played cooperatively by 2+ players. 176 counters, 4days/turn, brig/div level. J.Miranda'15 / ARTICLES ON: Drive on Baghdad, Iraqi Freedom 2003 [sic]; the War in Nicaragua, 1979 & the later Contra War; Indo-Pakistani Air Wars, 1965 & 1971; Operation Tomahawk, Korean War Airborne Assault, March 1951; Soviet T-54/55 Tank; China's DF-21D East Wind Anti-Ship Ballistic Missile.				
<b>108954</b>	<b>Red Tide West #15 (w/Mag)</b>	n	<u>New</u>	<del>\$37.50</del>	<b>\$32.50</b>
	Mag & game, special issue. Game simulates the what-if of a Warsaw Pact invasion of western Germany in the late 1980s, just before the Wall came down, and presumes that this hot war would be settled in just a few weeks. 560 counters, 2 maps, 29pgs of rules, 10mi/hex, 1day/turn, btln/rgt/div level. E.Hurvey'14 / ARTICLES ON: the Cold War & Possibilities of WWII in Europe; the US Army in the Early Cold War Era; the M29 Davy Crocket Nuclear Recoiless Launchaer; Operation Kansas, Marines v NVA June 1966 in Vietnam; Operation Barras, Sierra Leone, Sept 2000; the Chinese Space Program; Naval Aviation in Op Anaconda, Afghanistan 2002; Kruschev in the Cold War.				
<b>105819</b>	<b>Somali Pirates # 3 (w/Mag)</b>	n	<u>New</u>	<del>\$22.50</del>	<b>\$17.50</b>
	Mag & game. Hypothetical, near-future Allied Coalition seeks to destroy the bases used by Somali pirates to raid shipping in the vital shipping lanes of the Arabian Sea and elsewhere - and of course control Somalia itself. Players seek to maximize their public support affected by mobilizing reserves, securing areas, destroying enemy forces, etc. Map covers Somalia & a portion of Ethiopia; includes 176 counters representing pirates, warlords, Al Qaeda, militias & Coalition forces. Presumes the pirate forces grew stronger recently in recent months (they haven't). Brig/Task Force level, J.Miranda'12 / ARTICLES ON: Somali Pirates; What if the US invaded northern Vietnam in April 1967?; the US Marines at Nasiriyah, Iraq, March 2003; the War in Space & the X-15; Steal aircraft technology from WWII on; the Piranha, unmanned surface vessel.				
<b>Decision Gms World at War (DecWaW)</b>		<a href="http://www.decisiongames.com">http://www.decisiongames.com</a>			
<b>111062</b>	<b>Bloody Ridge, Guadalcanal Sept 1942 # 37 (w/Mag)</b>	n	<u>New</u>	<del>\$22.50</del>	<b>\$21.00</b>
	Mag & game. Simpler, solitaire game of the determined Japanese night attack on US marines surrounding Henderson Field on Guadalcanal, 13 Sept. 1942. Player commands the Japanese troops seeking to move a unit thru American lines & off the north edge of the map. 2hrs/turn, 125yd/hex, pltn/co level. T.Bomba'14 / ARTICLES ON: Battle of Bloody Ridge, 12-14 Sept 1942; Air Campaign in Norway 1940; Allied Visions of Victory after WWII; Scorched Earth, the Soviet Wartime Economy; Raid on the Japanese Los Banos POW camp, Feb 1945; the Focke Wulf TA-152 Fighter; the first German Heavy Tanks in WWII; the Free Dutch Princess Irene Brigade; the re-enactment area at the Nimitz Museum; PT-309 (restored & located at Nimitz Museum).				
<b>90248</b>	<b>Greek Tragedy, Italian Inv of Greece # 7 (w/Mag)</b>	n	<u>New</u>	<del>\$20.00</del>	<b>\$16.00</b>
	Mag & Game. Update of this game of the disastrous Italian invasion of Greece in late Fall 1940. Div level, 7.5mi/hex, monthly turns. Historical game played as a solitaire game; what-if game provides lots of options the Italians passed up. Uses a version of the June 6 game system. R.Berg'09 / ARTICLES ON: Italian invasion of Greece & Albania; German attempt to assassinate the Big 3 Allied leaders in 1943; Struggle for Okinawa 1945; Assaulting Eben Emael.				
<b>103959</b>	<b>Hinge of Fate, Poland &amp; France 1939 # 30 (w/Mag)</b>	n	<u>New</u>	<del>\$22.50</del>	<b>\$19.00</b>
	Mag & game. Includes errata/variant counters for South Seas Campaign (40), Afrika Korps (29), Sedan 1940 (17), Partizans (30) & Patton's First Victory (8). Game is a simpler, 2-4 player contest based on the situation in Sept. 1939 as Germany invades Poland. One version covers just that historical conflict on one map. But the bigger game includes the western, Rhineland front and the possibility that France would have lived up to its word to launch a major offensive upon the invasion of Poland. Allows for the Soviets to intervene on either side. 3days/turn, 8mi/hex in the west, 16mi/hex in the east, army/corp level. T.Bomba'13 / ARTICLES ON: Hinge of Fate: Poland 1939; Battle of Tarawa 1943; the P-38 Lightning fighter in Europe; Luftwaffe Field Divisions; first Allied bombers over Japan in WWII; HMS Furious-class carriers; Franz Oppenhof, Werewolf of Aachen.				
<b>95408</b>	<b>Leningrad '41 #17 (w/Mag)</b>	n	<u>New</u>	<del>\$22.50</del>	<b>\$20.00</b>
	Mag & Game. New game of AG North's drive on Leningrad from July-Aug 1941 uses the Manila'45 system. Assumes that von Manstein didn't pause before charging for the city. 3days/turn, 0.5km/hex, btln/rgt/brig level. Special rules for command control, leaders, naval & air support, & a possible German airborne assault. J.Miranda'11 / ARTICLES ON: Leningrad 1941, Manstein's Lost Victory; Operation Anvil-Dragoon, August 1944; US Navy's Yangtze River Patrol, 1937-41; Britain's Special Operations Executive; Karl May, Hitler's Favorite Author; Liberation of Vichy Madagascar; US v Japanese Pilot Selection in WW2; Chinese Collaborationist Forces in WW2.				



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Part#	Game Title & Edition ( & Issue# for Mags)	Box	Out of	Our Normal	Clearance Sale Price
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102837	<b>Pacific Battles, Nomonhan, 1939 # 32 (w/Mag)</b>	n	<u>New</u>	<del>\$22.50</del>	<b>\$20.00</b>
	Mag & game. Game uses the Pacific Battles system to cover the 1939 border clash in Mongolia between Japan & the USSR that made Japan keenly respectful of its otherwise vulnerable neighbor. Covers the entire campaign from May to Sept. 1939. 228 counters, rgt level, 2mi/hex. '13 / ARTICLES ON: the Battle of Nomonhan 1939; Analysis of Lend Lease to the USSR; Army Group Courland & the Breakout Strategy, 1944; Command in the Desert: Auchinleck v Montgomery; Op Whiteshot & the Churchill NA75 Tank; Death of the French Fleet, Toulon 1942.				
102184	<b>Shingle, the Anzio Beachhead # 33 (w/Mag)</b>	n	<u>New</u> Out Of Print	<del>\$22.50</del>	<b>\$21.00</b>
	Mag & game. Covers the Allied amphibious invasion at Anzio, Italy, and the difficult fight to breakout of that "self-supporting POW camp," Jan-Mar 1944. The Allies intended to outflank the Gustav Line, and quickly capture Rome. Game is designed as an elaborate folio game, with more counters, rules & chrome than usual but still fast playing. Includes 4 possible goals for each side, with heavy emphasis on off-map action along the Gustav Line. Includes 1km/hex, 1day/turn, 280 counters. E.Harvey, C.Perello'13 / ARTICLES ON: Operation Shingle, the Anzio Gamble 1944; Japanese Military Intelligence & Counterintelligence; KIA US Generals; Siege of Hanko, Finland, 1941; the Vaagso, Norway, Raid, 1941; Mexico in World War II; What If? Austria 1938; Last Raid From Rabaul.				
94443	<b>Soft Underbelly, Southern Italy 1943 #15 (w/Mag)</b>	n	<u>&lt;New</u>	<del>\$21.00</del>	<b>\$19.00</b>
	Mag rear cover has a couple of vertical creases, and entire mag, map have a mild wave (non-creased fold) due to poor storage. Otherws new, unpunched, clean. ■ Mag & Game. w/48 variant counters for Great East Asian War. Game of the battle for the southern half of Italy in 1943. Modest complexity, 11mi/hex, 2-15days/turn, div level. Includes many what-if possibilities, as well as key elements of the campaign such as secondary invasions, paratroops, airpower, etc. T.Bomba'10 / ARTICLES ON: Allied & German strategy in Italy, 1943 including designers notes; double cross, the war between British MI-5 & German Abwher Intelligence Services; btl of Sangshak (near Imphal), India, 1944; Analysis of the Polish Military in 1939; US Advance to Linz, Austria, May 1945; Radar bombing in WW2; Golden Age of WW2 Humor on TV. '10				
<b>Distant Seas Publishng Co (Distan)</b>		<a href="http://www.distant-seas.com">http://www.distant-seas.com</a>			
101072	<b>Distant Seas</b>	BC	<u>New</u> Out Of Print	<del>\$27.00</del>	<b>\$18.00</b>
	2-4 players operate tramp shipping lines from the sail, steam or modern era. Bid for loads, then transport them to destination for payoff. Something like Empire Builders at Sea! V.Rood'92				
<b>Excalibre Games (Excal)</b>		<a href="http://www.Excalibregames.com">http://www.Excalibregames.com</a>			
96114	<b>Ancient Conquest 2nd</b>	BC	<u>New</u>	<del>\$33.00</del>	<b>\$29.00</b>
	Update of this oldie game of political & military conflict, 1000-550BC, among the ancient cultures of the Middle East. Playable solitaire, but with up to 4 players. Includes Egypt, Medes, Arameas, Uratu, Assyria, Mitanni, Lysdians, Hittites, Elamites, Jews, Cimmerians, Caldeans, Kassites, Phrygians & other peoples. Realitively simple, with good solitaire ability. 200 counters. '11				
88898	<b>Wings, 2nd</b>	BC	<u>New</u>	<del>\$30.00</del>	<b>\$27.50</b>
	Reprint of perhaps the best WW1 air-air game w/upgraded graphics thruout. '93				
<b>Fantasy Flight Games (FFG)</b>		<a href="http://www.rpg.net/ffg">http://www.rpg.net/ffg</a>			
104129	<b>Blue Max, World War I Air Combat, 5th</b>	FB	<u>New</u> Out Of Print	<del>\$30.00</del>	<b>\$26.00</b>
	Colorful update of this classic game of air-air combat during World War I. All graphics are new, and physically substantive, with newly revised rules for 2-6 players (pilots) in a wide variety of aircraft from all the 5-year long First World War. P.Hall'14				
101722	<b>Disk Wars: Sampler</b>	zl	<u>Mint</u> Out Of Print	<del>\$2.00</del>	<b>\$0.25</b>
	Set containing the revised ed. rules, and flats #16 & 18; this is NOT a complete DW set but rather a sampler that allows play given another set is available.				
69637	<b>Thrones, Game of... CCG Demo Rules</b>	Fo	<u>New</u> Out Of Print	<del>\$0.50</del>	<b>\$0.10</b>
	Valyrian edition folder containing complete rules, and a large play mat, plus large poster & complete Valyrian card list.				
114028	<b>Twilight Imperium</b>	LB	<u>Mint</u> Out Of Print	<del>\$35.00</del>	<b>\$30.00</b>
	Some minor box creases. Components cherry. ■ Simple, 2-6 player game of galactic expansion via trade, diplomacy & warfare. Players place hex tiles to build the known universe, ala Kings & Things & Settlers Catan. Each player represents a race w/ unique abilities (ala Cosmic Encounters). Colorful components & a very nice blend of nice ideas from other games. C.Peterson'97				
<b>FASA Corp. (FASA)</b>					
85779	<b>Whirlwind</b>	BC	<u>Excel</u> Out Of Print	<del>\$10.00</del>	<b>\$5.00</b>
	Simpler, 2-6 player game based on James Clavell's novel of the final, turbulent days of the Shah of Iran & the Iranian Revolution that finally deposed him in 1979. Players are pilots in a British helicopter company seeking to leave Iran with as much loot as possible (situation normal). '86				
<b>Fat Messiah Games (FatMes)</b>		<a href="http://www.fatmessiahgames.com">http://www.fatmessiahgames.com</a>			
99988	<b>Shapeshifters, 3rd [10th Anniv Edi]</b>	Fo	<u>New</u>	<del>\$10.00</del>	<b>\$7.50</b>
	Update & expansion of FM's first game, a simpler Sci-Fi game w/ higher end DTP graphic qualities. 2-4 players battle as magicians able to assume animal shapes at will. This edition adds expansion counters, new scenarios & new rules. M.Wasson, N.Sofge'03				
<b>Fierv Dragon Productions (Fierv)</b>					
100913	<b>Freikorps, Bolsheviks Invade Germany 4th</b>	SC	<u>New</u> Out Of Print	<del>\$19.00</del>	<b>\$16.00</b>
	3rd reprint of this game of the Bolshevik invasion of Germany, 1920. Now packaged in a box. B.Train'08				
97136	<b>War Plan Crimson 3rd</b>	SC	<u>New</u> Out Of Print	<del>\$20.00</del>	<b>\$18.00</b>
	Last copy. ■ Reprint of this 280 counter, btl/n/brig sized game of a hypothetical US invasion of Canada in the mid-1930s, focused on Halifax & Montreal. B.Train'08				
<b>Fire Fight Games (FireFi)</b>					

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81931	<b>Cossack Revenge, Denekin's Abyss 1920</b>	n	<u>New</u> Out Of Print	<del>\$16.00</del>	<b>\$13.00</b>
	Fierce battle for Novorossisk, March 1920, as Denikin attempts to evacuate his 25000 strong White Army in the face of a Red offensive. Included are armor, air, foreign troops, naval bombardment, Cossacks, etc. 1 map, 280 counters that must be mounted & cut apart. 1mi/hex, co/btln level, 12hrs/turn. Up to Moore's usual standard for proof reading. P.Moore'07				
87640	<b>Deep Into the Bekaa, June 1982</b>	Fo	<u>New</u> Out Of Print	<del>\$16.00</del>	<b>\$12.50</b>
	Last copy. ■ Game of the tank battles between T-72 & Merkava tanks in the last hours of the Israeli offensive into Lebanon, 1982 as the Israelis attempt to grab territory prior to a ceasefire taking effect. Israeli advanced elements run into fresh Syrian units of the 3rd Armored div. Counters represent individ AFVs, aircraft or inf AT teams. 324yd/hex, 5min/turn, 280 counters that must be mounted & cut apart. P.Moore'08				
79103	<b>For Bloody Honor, the Russian Civil War</b>	zl	<u>New</u> Out Of Print	<del>\$15.00</del>	<b>\$12.00</b>
	Last 1st edition copy. ■ Strategic level game of the Russian Civil War thruout Russia, 1918-21. Includes the major color of this civil war: foreign interventions, western supplied tanks & aircraft, Whites, Red & Anarchist factions, and political concerns that don't allow focusing on a military victory. 270 counters that must be mounted & cut apart. M.Woloshen'07				
83116	<b>Heroic Frenzy, Stamping Out the RedVirus</b>	Fo	<u>New</u> Out Of Print	<del>\$16.00</del>	<b>\$13.00</b>
	Operational level game of the White's Northwestern Army's assault on the Red-held Petrograd at the high tide of the White Army's success, late 1919 during the Russian Civil War. In a near-run battle, the Reds turned the White army back. w/ 280 counters that must be mounted & cut apart, 11x17 map. P.Moore'07				
80973	<b>Kahovka, Wrangel's Kursk Oct. 14 1920</b>	zl	<u>New</u> Out Of Print	<del>\$16.00</del>	<b>\$13.00</b>
	Grand tactical game of the final, climactic battle of the Russian Civil War as Wrangel assaults a fortified town of Kohovka with massed tanks supported by bombers. 800yd/hex, hourly turns, co/btln level. Counters must be mounted & cut apart. P.Moore'07				
85085	<b>Pare Los Facists! [Stop the Facists]</b>	n	<u>New</u> Out Of Print	<del>\$16.00</del>	<b>\$14.00</b>
	Tactical level game of a key battle in the Spanish Civil War. German armor meets Russian T26B tanks on the road to Corruna, Jan.1937 in a battle that foiled the Nationalist offensive and its drive on Madrid. 280 counters that must be mounted & cut apart. P.Moore'08				
<b>Flying Buffalo (FlvBuf)</b>		<a href="http://www.flyingbuffalo.com">http://www.flyingbuffalo.com</a>			
116070	<b>Nuclear War ['16] 50th Anniv Edition</b>	FB	<u>New</u>	<del>\$28.00</del>	<b>\$25.00</b>
	Special 2015 printing to commemorate the 50th anniversary of this great card game celebrating the nuclear hot war we missed. HIGHLY RECOMMENDED card game suitable for significant others, beginners, beer & many replays in a night. Players exchange nuclear bombs until only one player has population remaining. For 2-8 players, so negotiations & grudges play a part. This edition allows up to 8 to play, and now has precut, color population cards. Play mats depict an actual Titan II missile control panel. '16				
<b>Game Designers Workshop (GDW)</b>					
6568	<b>Prague, Battle of...</b>	SB	<u>Mint</u> Out Of Print	<del>\$25.00</del>	<b>\$20.00</b>
	Freddy the Great's defeat of the Austrians near Prague, 1757, using the Lobositz/Series 120 game system. Freddy flanks & later destroys the Austrian right wing. 120 counters. F.Chadwick'80				
90732	<b>Stand and Die, Btl of Borodino 1941</b>	GB	<u>Mint</u> Out Of Print	<del>\$35.00</del>	<b>\$25.00</b>
	Unpunched & unplayed. 2 box corners repaired, box litely scratched & scuffed all over . 1" stain on rules cover. ■ Slick, glossy but underdeveloped gm in which 2 crack Pzr divs attempt to blow thru a single Siberian Inf div & scratch forces defending the hiway to Moscow, Oct'41. 736 counters, 2 mounted maps, 3 btl scenarios + the 5 day campaign. 500m/hex. F.Chadwick'91				
<b>Game Publicatns GAME FIX (GPGGFx)</b>					
91069	<b>Among Nations #9 (w/Mag)</b>	n	<u>Mint</u> Out Of Print	<del>\$8.00</del>	<b>\$4.00</b>
	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.				
22929	<b>Among Nations #9 (w/Mag)</b>	n	<u>New</u> Out Of Print	<del>\$9.00</del>	<b>\$5.00</b>
	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.				
22905	<b>Crisis 2000, Insurrection in the US #2 (w/Mag)</b>	n	<u>New</u> Out Of Print	<del>\$9.00</del>	<b>\$6.00</b>
	1x2.5" inventory label on mag cover. ■ Mag & game. Area-based, sml game of a survivalist-minded rebellion in the US in the 21st century. Played on an area map of the US with 100 die-cut counters. Goal is to win the hearts & minds of the American populace thru military, political & social means (including use of the internet). J.Miranda'94 / ARTICLES ON: the balance of power in 21st century US & the battle for cyberspace; reviews of MIH Ring of Fire & GMT's BtIs of Waterloo.				
<b>Game Theory &amp; Design (GTD)</b>					
11222	<b>Napoleon's Peninsula Campaign</b>	BC	<u>VeryGd</u> Out Of Print	<del>\$22.00</del>	<b>\$19.00</b>
	Complete. A sort of OoB chart of unknown purpose annotated, colorized & color-coded with sml stickers; main OoB charts unaffected, so purpose of this chart unclear. Some sun discoloration to exclusive rules. Slight discoloration of OoB charts. All units have turn of appearance written onto blank backsides. ■ Area move treatment of war in Spain from 1808-1814. Mates w/ other games in series. J.Angliolillo '83				
<b>Gamers (% MMP) (Gamers)</b>		<a href="http://www.multimanpublishing.com">http://www.multimanpublishing.com</a>			
65249	<b>Gamers Repl Counters 1992</b>	n	<u>New</u> Out Of Print	<del>\$12.00</del>	<b>\$8.00</b>
	Repl counters (only) for ITQF 2nd (1), BRS (16), B110 (1), ObjS (1) FEW (2), Omaha (56) SP (18), GB (42), EAW (2), BV (1). Total 140. '92				
64762	<b>Gamers Repl Counters 1994</b>	n	<u>New</u> Out Of Print	<del>\$20.00</del>	<b>\$12.00</b>
	Repl counters & errata for GD'40 (8), Manikau (3), Ardennes (8), Gud Blitz (120), Total 140. '94				

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Part#	Game Title & Edition ( & Issue# for Mags)	Box	Out of Condt n	Print ?	Our Normal Cash-Basis Price	Clearance Sale Price Thru Noon 12/23/2016
65252	<b>Gamers Repl Counters 1994</b> V.Slight mars to backside of ~5 units due to aging rubber band. No info lost, & very slight flaw affecting only backside. ■ Repl counters & errata for GD'40 (8), Manikau (3), Ardennes (8), Gud Blitz (120), Total 140. '94	n	<New	Out Of Print	<del>\$12.00</del>	<b>\$7.50</b>
66169	<b>Gamers Repl Counters 1995</b> Repl counters for BIKWed (2), Hunters (1), Perryville (38), CivWar series (47), April's Harvest (2), GD'40 (26), Tunisia (4). Total 140. '95	n	New	Out Of Print	<del>\$16.00</del>	<b>\$12.50</b>
64780	<b>Gamers Repl Counters 1998</b> Repl counters & errata for Gaines Mill (1), Semper Fi (1), GD'41 (1), Semper Fi/Raging Storm (83), Stalingrad Pkt II (5), OCS supply markers (32). Total 140. '98	n	New	Out Of Print	<del>\$15.00</del>	<b>\$12.50</b>
109063	<b>Guderian's Blitzkrieg 1st</b> Detailed op lvl gm of Germans' right wing's advance on Moscow, Sept-Dec'41, using the Operational Combat game system. Very colorful game that rewards careful, detailed planning. 1260 counters, 2 maps, 8 scenarios. D.Essig'92	BC	Mint	Out Of Print	<del>\$60.00</del>	<b>\$52.00</b>
1021	<b>Guderian's Blitzkrieg 1st</b> Some slight creasing of cover. Components cherry & unpunched. ■ Detailed op lvl gm of Germans' right wing's advance on Moscow, Sept-Dec'41, using the Operational Combat game system. Very colorful game that rewards careful, detailed planning. 1260 counters, 2 maps, 8 scenarios. D.Essig'92	BC	Mint	Out Of Print	<del>\$65.00</del>	<b>\$55.00</b>
104151	<b>Guderian's Blitzkrieg 1st</b> Box btm crease & concaved. Sml puncture to 1st pg of rules (repaired). Lite 2" stain to all pages of rules. Basically an unused, unpunched copy not well cared-for. ■ Detailed op lvl gm of Germans' right wing's advance on Moscow, Sept-Dec'41, using the Operational Combat game system. Very colorful game that rewards careful, detailed planning. 1260 counters, 2 maps, 8 scenarios. D.Essig'92	BC	Mint	Out Of Print	<del>\$58.00</del>	<b>\$49.00</b>
109062	<b>In Their Quiet Fields, Antietam 1st</b> Packaged in a ziplock (no box). Mild sun discoloration to most of one side of 1 of 2 identical CRT charts. Otherws mint/unpunched. Apparently a remnant copy sans box. ■ No Box. Grand tactical game of the battle of Antietam, 1862, using the Gamers Civil War Brigade system. Lee's outnumbered Confederate army narrowly avoids defeat, yet both armies could have won this bloodiest battle. Game later revised in 1995. D.Essig'88	n	Mint	Out Of Print	<del>\$24.00</del>	<b>\$20.00</b>
109891	<b>Objective Schmidt</b> Missing ALL (~300) markers & 'Miller Artil Tables' (supplanted by later ed rules); ONLY unit counters present, you will need to make your own marker set. Game otherws VGood. v3.1 & 4.0 series rules proved as clean color laser printed copies. Exclusive rules have a slight discoloration on cover. Counters neatly clipped. German morale chart annotated to add 3 formations. Box side panels mildly sun faded. ■ Early & rare, detailed & colorful 9 scenario gm of the difficult & ultimately unsuccessful attack by US 28th Inf into Hurtgen Forest, Nov'44. 1 map, 840 counters. Tac Combat Series game #2. D.Powell'90	BC	Good	Out Of Print	<del>\$55.00</del>	<b>\$45.00</b>
<b>Games Research &amp; Design (GRD)</b>		<a href="http://hmsgrd.com">http://hmsgrd.com</a>				
102862	<b>First to Fight, 2nd SE [White Box]</b> 'Special Edition' packaged in a generic white box: includes counter refit upgrade; includes bonus marker sheet; map 37 is a color photocopy (said to be as good if not better than original), and Map 13B (which is not used to play this game) is NOT included. Revision of earlier Case White & later FTf; main change is to a more generic white box & cleaner counters. 7th in Europa system. Div lvl gm of German inv of Poland, Spt 39. Includes Boot Camp intro rules set & counters for entire German army. F.Chadwick, J.Astell'98	FB	New	Out Of Print	<del>\$39.00</del>	<b>\$35.00</b>
<b>GMT Games (GMT)</b>		<a href="http://www.gmtgames.com">http://www.gmtgames.com</a>				
118742	<b>1805, Sea of Glory</b> Sml, 1/4" dent at box btm edge due to poor packing by publisher. ■ Operational level game of the naval war early in the Napoleonic Wars. Aside from the major action at Trafalgar, it was the British blockading of French forces that kept the French from concentrating superior forces & successfully challenging the Brits. All ships from 64-guns on up are represented. P.Fry'09	BC	<New		<del>\$22.50</del>	<b>\$21.00</b>
106109	<b>1914, Glory's End &amp; When Eagles Fight 2d</b> Update of 2 WWI games by Ted Racier previously published in Command Mag. Glory's End covers World War I on the Western Front (Germany, France & the Low Countries) in Aug-Nov.1914 at corp level. Scale is similar to AH's 1914, but game is simpler & faster playing. Includes scenario for the Battle of the Marne, plus one for the first month of the war. 3days/turn, 9mi/hex, 352 counters. T.Racier'14 / When Eagles Fight is the matching game of World War I on the Eastern Front (East Prussia, Poland, Galicia, Romania, Russia) at corp level, Aug. 1914-Spring 1917. T.Racier'14 Both games were nominated for (& When Eagles Fight won) the Charles Roberts Award for best Pre-WWII game when first published.	BC	New		<del>\$40.00</del>	<b>\$35.00</b>
118838	<b>Combat Commander: Mediterranean Kit 2nd</b> One box corner mashed about 1" in each direction. Otherws new & shrinkwrapped. ■ Reprint of this large kit for the Combat Commander system & covering tactical combat in the Med Fronts with coverage of British, French, Italian, Slovak, Romanian, Bulgarian & Finnish (!) troops. Includes 6 double-sided maps, 2.5 countersheets, 225 cards. '13	DC	VervGd		<del>\$60.00</del>	<b>\$52.00</b>
104745	<b>Commands &amp; Colors, Napoleonic: Austrian</b> Kit for the C&C Napoleonic game adding the Austrian army & 20 scenarios set in central Europe in 1805 & 1809. Includes scenario booklet, 15 dbl-sided terrain tiles, 344 wooden blocks. R.Borg'13	BC	New		<del>\$38.50</del>	<b>\$33.50</b>
112043	<b>Commands &amp; Colors, Napoleonic: Generals</b> Generals, Marshalls & Tacticians kit for the C&C Napoleonic game. Includes scenarios for 18 historical battles, with several focused on the 1813 campaign in Germany or 1814 campaign in France. Adds 50 tactician cards reflecting the roles of leaders in battle. Also adds an updated deck of 90 Command cards, as well as mechnaics for garrison markers, Grand Battery, leader casualties & more. Requires based game as well as all 4 prior kits to play all scenarios. R.Borg'15	BC	New		<del>\$38.50</del>	<b>\$36.00</b>
116818	<b>Commands &amp; Colors, Napoleonic: Prussian</b> Kit for the C&C Napoleonic game adding the Prussian army & 20 additional scenarios set in central Europe. Includes scenario booklet (with addtl rules), a terrain tile sheet, and a total of 245 wooden blocks. R.Borg'14	BC	New		<del>\$38.50</del>	<b>\$35.00</b>

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Part#	Game Title & Edition ( & Issue# for Mags)	Box Condn	Out of Print ?	Our Normal Cash-Basis Price	Clearance Sale Price Thru Noon 12/23/2016
115907	<b>Cuba Libre, Castro's Insurgency 2nd</b> 2016 2nd edition. ■ Reprint & revision of this game using the COIN (Counter Insurgency) system covering the model of the late-20th century guerilla revoltuion, Castro's overthrow of the corrupt Batista regime in Cuba. Beginning with just 12 dedicated men, Castro build's political base & allies with rival guerilla factions to throw the bastard out. Playable solitaire or with up to 4 players. Uses a deck of 48 cards to influence play. 52 cards, 106 wood pieces. V.Ruhnke, J.Grossman'16	DC	New	<del>\$48.00</del>	<b>\$45.00</b>
115838	<b>Distant Plain, Insurgency Afghanistan 2d</b> 2016 2nd edition. ■ 2016 Reprint of this 1-4 player game using the COIN game system (Andean Abyss, Cuba Libre), playing out the contemporary insurgency in Afghanistan after the US invasion in 2001. Two competing counter-insurgency factions must reconcile their differences to prevail against a twin insurgency. Terror, drug trafficking, extortion, sabotage, drones & more. Includes solitaire rules. 117 wooden blocks, 78 cards, 1-2yrs/turn. V.Ruhnke, B.Train'16	DC	New	<del>\$50.00</del>	<b>\$45.00</b>
99551	<b>Down in Flames, Zero!</b> Cherry. Charts placed into individual chart protectors. Card decks unopened. ■ Stand-alone game in the DiF series. This version covers the first 6 months of WWII in the air over the Pacific. Includes 6 campaigns including Japanese, Brits & US (& Flying Tigers): Pearl Harbor (solitaire), Philippines, malaya, Burma, Coral Sea & Midway. Very colorful components, & modest complexity. D.Verssen'01	BC	Mint Out Of Print	<del>\$30.00</del>	<b>\$25.00</b>
99476	<b>Down in Flames: Squadron Pack 1, Fightrs</b> Collection of 64 fighter aircraft cards for the Down in Flames series, many of them entirely new, some reprinted with revised ratings. All use the upgraded graphic style used in Corsairs & Hellcats. With additional rules. '05	Fo	New	<del>\$8.00</del>	<b>\$5.00</b>
109624	<b>Fading Glory</b> Game including 4 battles fought at corp level, using the Napoleonic 20 game system pioneered by Victory Point Games. Each game has a very small number of units in play (typically 20 total), and includes random event cards & morale as key eleemnts, making for a short, tense, hard fought game. This set covers the battles of Salamanca 1812, Smolensk & Borodino 1812, and Waterloo 1815. Includes 2 dbl-sided boards, 117 counters, 48 event cards. 4-5hrs/turn, 1mi/hex. J.Miranda'13	BC	New	<del>\$50.00</del>	<b>\$48.00</b>
109934	<b>For the People II [4th]: EVENT CARD DECK</b> Clean & complete. ■ Event deck (only) from the 4th edition game (enhanced to now include 130 cards). The enlarged event deck was one of the primary improvements to the 4th edition.	n	Excel Out Of Print	<del>\$12.00</del>	<b>\$8.00</b>
108900	<b>Formula Motor Racing Card Game 2nd</b> Reprint of this simpler, v.fast playing, 3-6 player card game of formula one racing. R.Knizia'07	SC	New	<del>\$15.00</del>	<b>\$12.50</b>
110185	<b>Gathering Storm, Prequel to World at War</b> Stand-alone game that can mate with World at War to model all the preparations for WWII and the war itself. This game focuses on the military, economic, technological & diplomatic drama that preceded and precipitated World War II, covering 1935-39. Allows each player major strategic options, such as expansion of the German Navy. '15	DC	New	<del>\$70.00</del>	<b>\$63.00</b>
103992	<b>Kaiser's Pirates, Surface Raiders of WW1</b> Includes only 1 (of 2) d8 dice originally included. Otherws very clean & EX. ■ Simpler card game of German surface raiders in WW-1. Players control both German raiders & British navy assets hunting them. 200 ards. J.Day'09	BC	Excel Out Of Print	<del>\$36.00</del>	<b>\$20.00</b>
106293	<b>Kutuzov 1812</b> Faster playing, card driven, 1-4 player game of Napoleon's foray into Russia in 1812. Designed for team play so as to emphasize the petty jealousies that undermined both sides during the 1812 campaign. 3rd in the Napoleonic Wars game system. '08	BC	New	<del>\$25.00</del>	<b>\$22.50</b>
105856	<b>Newtown &amp; Oriskany</b> 8th game in the Battles of the Am Revolution series. Game depicts the United States' systematic invasion of "Indian country" with the avowed intent to destroy all Indian nations in the path of expansion, with the namesake battle occuring on 29 Aug 1779. This game modifies the movement system to reflect the dispersed nature of Indian warfare. Includes 2 opportunity card decks, pre-game Indian enhancements & U.S. limited intelligence, plus optional rules. Oriskany focuses on a sharp, 6 hour battle in which militia intending to relieve Ft. Stanwick are ambushed en route. 1 dbl-sided map, 176 counters. M.Miklos & D.Hanle'13	BC	New	<del>\$25.00</del>	<b>\$37.50</b>
110990	<b>No Retreat! the Italian Front</b> Game of the war on in the Italian mainland, 1943-45 using the No Retreat game system. Division/corp level units, 1-2 months/turn, 3 maps representing the length of Italy. Includes 55 event & leader cards. Includes 3 campaign games & 3 short scenarios. C.Paradis'15	DC	New	<del>\$45.00</del>	<b>\$40.00</b>
114738	<b>Space Empires 4x: Close Encounters Kit</b> Kit useable with either edition of Space Empires 4X. Adds more technology & sci-fi in simple ways; modular design allows using any combination of rules components. Also includes rules for unit skill development, more counters of each ship type, & ground troops. J.Krohn'12	BC	New	<del>\$40.00</del>	<b>\$33.50</b>
103727	<b>Supreme Commander, WWII in Europe '39-45</b> 2-5 player, grand strategic game covering all of World War II in Europe from Sept. 1939 to its bloody conclusion. Design emphasizes streamlined play yet includes coverage of all the important theaters & elements of the war, including economic & diplomatic systems, strategic warfare, tech advancement, amphibious invasions, partisans, & more. 2 countersheets. D.Holte'13	BC	New	<del>\$45.00</del>	<b>\$42.50</b>
99552	<b>Winds of Plunder</b> Cherry. ■ Euro-style, 3-5 player board game of the golden age of Piracy in the Caribbean. Players vote with their limited supply of wind cubes to determine wind direction, then spend resources to perform actions aimed at securing the greatest amount of plunder at game's end. Rules in English, French, German & Italian; cards in English. A.Newman'07	BC	Mint Out Of Print	<del>\$25.00</del>	<b>\$19.00</b>

GMT C3i Magazine (GMTC3i)

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		Condn	Print ?	Cash-Basis Price	Thru Noon 12/23/2016
<b>116465</b>	<b>C3i Magazine #21 (w/Mag)</b>	n	<u>VeryGd</u> Out Of Print	<del>\$59.00</del>	<b>\$42.50</b>
	Includes Combat Commander dbl-sided map & scenarios, 2 CC Ancients scenario cards, Twilight Struggle Chinese Civil War card, counters for Pax Romana (15), Clash of Monarchs (5), Combat Commander (26), GBOH (2), DIF (1), Maeuvre (6). DOES NOT INCLUDE inserts for GBOH Spartacus & Simple GBOH, Empire of the Sun cards or another 95 counters. Others EX. ■ A meaty issue w/ variant counters for Pax Romana (14), Clash of Monarchs (6); SPQR (14); Caesar, Conquest of Gaul SPARTACUS scenario & counters (40); Barbarians (24); For the People II (6). Combat Commander map insert, 26 counters; Commands & Colors addtl scenario inserts (2); Twilight Struggle card inserts (2); pack of Empire of the Sun cards; Combat Commander Europe variant rules, new scenarios, etc. ARTICLES ON: Empire of the Sun strategy; SPQR Grumentum scenario; Manoeuvre strategy & design notes; Flying Colors Trafalgar scenarios; Pax Romana scenario; Successors strategy; Down in Flames Zero & Corsairs campaign; For the People variant rules; SPQR & War Galley 2nd Punic War campaign game rules. '09				
<b>GRD's Europa Mag (GRD Eu)</b>					
<b>64611</b>	<b>Europa MAGAZINE # 10</b>	n	<u>Excel</u>	<del>\$5.00</del>	<b>\$2.00</b>
	1x3 Inventory label on cover. ■ ARTICLES ON: Europa tidbits including American air OoB; American replacement system in WWII Europe; Examining the Europa coastline hexes for problems; the Italian Republican Air Force late in WWII; Soviet Guards armies & corps; March rates in Europa; Europa Exchange; Europa game component list (in form of order form). '89				
<b>46810</b>	<b>Europa MAGAZINE # 69</b>	n	<u>New</u>	<del>\$4.00</del>	<b>\$2.00</b>
	1x3 Inventory label on cover. ■ ARTICLES ON: Operation Dichtung, Invasion of Ireland, Their Finest Hour Scenario; Winston Churchill's style; British Bastions of Malta, Tobruk & Gibraltar; Wavell's War Playthru & the East Africa project, with Axis strategy; Britain's Most Famous Traitor, Lord Haw-Haw, Wm Joyce; British infantry weapons; the Indian Army in Europa w/ OoB; 5 British aircraft powered by the Merlin liquid-cooled engine; British artillery in 1939; Great War series profile & Q&A; Europa Exchange. '99				
<b>46822</b>	<b>Europa MAGAZINE # 71</b>	n	<u>New</u>	<del>\$5.00</del>	<b>\$2.00</b>
	1x3 Inventory label on cover. ■ ARTICLES ON: Enter Rommel II scenario for War in the Desert; map of potential future GRD games in Europa/Glory series; Rationales for War in the Desert, plus humor, plus extensive playthru; WitD strategy; Italian Caproni CA-309 Ghibli aircraft; Q&A for End of the Beginning scenario in an earlier issue; the problem of Malta in Europa; March to Victory at Europafest 98; Europa Q&A. '00				
<b>Guild of Blades (GldBld)</b>		<a href="http://www.guildofblades.com">http://www.guildofblades.com</a>			
<b>113790</b>	<b>Arab Israeli Wars</b>	BC	<u>Mint</u> Out Of Print	<del>\$25.00</del>	<b>\$19.00</b>
	Label on box btm. Otherws mint. ■ 2-4 player, area-move, A&A-style strategy game covering both the 1967 & 1973 Arab-Israeli Wars. Includes 270 plastic tokens & unit stickers, 2 maps, rules. Complete w/ optional rules for nukes. Cool. '03				
<b>81734</b>	<b>Empires of History Magazine #1</b>	zl	<u>New</u> Out Of Print	<del>\$14.00</del>	<b>\$9.00</b>
	First issue of a 32pg mag dedicated to Axis & Allies type games & their variants. This issue contains a complete, sml game of the Battle for Stalingrad with 108 plastic chips, an alt history scenario for War to End All Wars, & various variants, reviews, previews etc to this line of games. '02				
<b>Hasbro: New Avalon Hill (HB-AH)</b>		<a href="http://www.avalonhill.com">http://www.avalonhill.com</a>			
<b>98099</b>	<b>Axis &amp; Allies 1942 2nd</b>	<u>LB</u>	<u>New</u>	<del>\$40.00</del>	<b>\$30.00</b>
	Update of the 1942 flavor of A&A beginning in the pivotal year of 1942. 2nd ed expands the board, adds 5 new plastic minis types (UK & German artil, UK & USSR subs & UK DDs) plus AA. Includes 410 plastic pieces. Oh, did we mention the new expanded price too? For 2-5 players. '12				
<b>111767</b>	<b>Risk, Godstorm</b>	<u>GB</u>	<u>Excel</u> Out Of Print	<del>\$26.00</del>	<b>\$17.50</b>
	Wear to box corners & a couple of sml minor dings & sml scrapes. Rules cover wrinkled. Otherws very clean & EX. ■ Variation of Risk including all sorts of magical & fantasy unit types in a 2-5 player battle for control of the Old World from Eurasia to Britain PLUS the Underworld. Includes 382 plastic pieces.'04				
<b>Heat of Battle: Recon Mag (HOBRec)</b>					
<b>102945</b>	<b>ASL Recon by Fire Magazine #3</b>	n	<u>New</u>	<del>\$32.00</del>	<b>\$29.00</b>
	Special edition focused on Axis minor nations, w/ 20 scenarios. Includes articles on Bulgarian armor of 1944; a review of Armies of Oblivion; Romania's involvement in WW2; Hungary; & strategy in the issue's scenarios. '06				
<b>Hero Games (HeroGm)</b>					
<b>76373</b>	<b>Hero Champions RPG 2nd: Champions II</b>	Bk	<u>Excel</u> Out Of Print	<del>\$4.00</del>	<b>\$2.50</b>
	Supplemental rules set for an early edition of Champions. '82				
<b>76376</b>	<b>Hero Champions RPG 2nd: Champions III</b>	Bk	<u>Excel</u> Out Of Print	<del>\$4.00</del>	<b>\$2.50</b>
	Supplemental rules set for an early edition of Champions. '84				
<b>Inner City Games Design (InnerC)</b>					
<b>86002</b>	<b>Space War!</b>	zl	<u>New</u> Out Of Print	<del>\$5.00</del>	<b>\$2.50</b>
	Fast playing board & minis game of getting around the city of Los Angeles. Compete against 6 million other cars for the one available parking space, and avoid the ravages of road rage. '02				
<b>Iron Crown Enterprises (ICE)</b>		<a href="http://www.ironcrown.com">http://www.ironcrown.com</a>			
<b>76363</b>	<b>Hero System RPG: Hero Bestiary</b>	Bk	<u>Excel</u> Out Of Print	<del>\$9.00</del>	<b>\$2.50</b>
	Sourcebook with various creatures. Includes 70 animals, real, mythic & fantasy, including dinosaurs, movie monsters, GM guidelines. '92				
<b>101723</b>	<b>Middle Earth: Wizards &amp; Dragons BUNDLE</b>	<u>FB</u>	<u>Excel</u> Out Of Print	<del>\$50.00</del>	<b>\$25.00</b>
	Approx 10" of cards apparently from 4+ Wizards Unltd & 4+ Dragons boosters. Packaged in a nicely organized box sorted by card type. Includes ~50 clear card sleeves for play + downloaded card rarity summary. ■ Superset of this collectable card game.				
<b>John N. Hansen Co., Inc. (Hansen)</b>		<a href="http://www.johnhansenco.com">http://www.johnhansenco.com</a>			

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Part#	Game Title & Edition ( & Issue# for Mags)	Box	Condtn	Out of Print?	Our Normal Cash-Basis Price	Clearance Sale Price Thru Noon 12/23/2016
107355	<b>Glasnost</b> Price tag on box. Missing 1 generic colored marker; otherws EX & very clean. Simple 2-8 player, fast playing, abstract game of promoting peace between the US & USSR as represented by accumulating peace chips. '88	HC	<u>New</u>	Out Of Print	<del>\$15.00</del>	<b>\$9.00</b>
83953	<b>Time, the Game</b> Trivia game emphasizing Time magazine theme w/ people, places, events, sports, arts & the world from the 1920s-80s. W/ 8000 questions. '83	BC	<u>Excel</u>	Out Of Print	<del>\$5.00</del>	<b>\$1.00</b>
<b>Jolly Roger Games Inc. (JOL)</b> <a href="http://www.JollyRogerGames.com">http://www.JollyRogerGames.com</a>						
117802	<b>13 Days, the Cuban Missile Crisis 1962</b> Game of the incredible tensions & delicate diplomacy occurring during the 13 days of the Cuban Missile Crisis of Oct 1962. Card-driven boardgame that is very fast playing. D.Pedersen, A Granerud'16	FB	<u>New</u>		<del>\$29.00</del>	<b>\$25.00</b>
<b>Judges Guild (Judges)</b>						
75804	<b>RuneQuest RPG: Duck Pond</b> Campaign adventure (requires Cults of Prax). '80	Bk	<u>Excel</u>	Out Of Print	<del>\$3.00</del>	<b>\$2.00</b>
98109	<b>Traveller: Ley Sector Guidebook</b> Slight soiling thru use. Includes full sized colored map. ■ Includes full sized colored map. Describes the Ley quadrant & client states within. '80	Bk	<u>Excel</u>	Out Of Print	<del>\$12.00</del>	<b>\$4.00</b>
98111	<b>Traveller: Maranatha-Akahar Sectr Guide</b> Includes full sized colored map. ■ Includes full sized colored map. Describes the Lesser Rift Gateway quadrant, the center trailing edge of the Imperium, & client states within. '81	Bk	<u>Excel</u>	Out Of Print	<del>\$13.00</del>	<b>\$4.00</b>
<b>Khenera Games (Khener)</b>						
111770	<b>1000 Drinking Games</b> Party & drinking game for 2-11 players. Play starts with one simple drinking game, then play & the rules are altered thru card play as well as a spinner. Mindless fun.	SB	<u>Excel</u>	Out Of Print	<del>\$10.00</del>	<b>\$5.00</b>
111769	<b>What the F*ck?, Skanky Verson</b> 2010 edition. Simple party game that can be played with any number of players, and allows people to join or leave the game at will. Players must predict another players response to truly ridiculous & absurd questions; failure requires drinking! Skanky version provides hundreds of gross but ridiculous questions: they are more adolescent humor than boudy. Includes 2 booklets of questions, 3 dice, 12 A/B coins (use quarters if you have more than 12 people). '10	SB	<u>Excel</u>	Out Of Print	<del>\$12.50</del>	<b>\$5.00</b>
<b>Leading Edge (Leadin)</b>						
101720	<b>Phoenix Command: Mech Panzer</b> Supplement for Mech Combat System providing data on all the primary medium (standard) tanks used by all combatants in WWII.	BK	<u>New</u>	Out Of Print	<del>\$40.00</del>	<b>\$19.00</b>
<b>Lock 'n Load LINE OF FIRE (LNLLoF)</b> <a href="http://www.LocknLoadGame.com">http://www.LocknLoadGame.com</a>						
104483	<b>Line of Fire Magazine # 9 (w/Mag)</b> Includes 1map & 88 variant counters to WaW. Couple of pages beginning to pull loose from binding. 66pg mag packed with scenarios, strategy tips & analysis, for LNL's games. ARTICLES ON: Tank on Tank, House of Spirits, Desert Heat, All Things Zombie (w/scen), Run Fight or Die, Untold Stories, Forgotten Heroes, White Star Rising (3 scen), Memoir '44 (scen), First Moves (5 scen), WaW series (3 scen). '11	Bk	<u>New</u>	Out Of Print	<del>\$33.00</del>	<b>\$24.00</b>
<b>Lock 'n Load Publishing (LocknL)</b> <a href="http://www.LocknLoadGame.com">http://www.LocknLoadGame.com</a>						
101539	<b>Band of Heroes: Battle Pack Alpha Kit</b> 1st (2011) edition. ■ Scenario kit for the Lock 'n Load series of games including Band of Heroes. Includes 12 scenarios taken from WW2 and Vietnam. '07	zl	<u>New</u>	Out Of Print	<del>\$14.00</del>	<b>\$10.00</b>
100001	<b>Summer Lightning, Invasion of Poland '39</b> Operation-level game of the German & Soviet invasion of Poland, 1939. Uses the near-diceless system of Balkan Storm & Autumn Mist, and reflects that the Polish army was quantitatively the equal of the Germans. Many OoB options including variable Polish deployments, variable surprise & mobilization, French intervention, and the hypothetical failure of the blitzkrieg. 280 countrs. 30km/hex, rgt to corp level, 2days/turn. B.Train'11	BC	<u>New</u>		<del>\$35.00</del>	<b>\$30.00</b>
<b>Looney Lab (Loo)</b> <a href="http://www.looneylabs.com">http://www.looneylabs.com</a>						
110494	<b>Adventure Time Fluxx</b> Demo copy, with circular label on box. ■ Version of Fluxx patterned after Mr. Peabody traving thru time & weirdness. '15	SC	<u>&lt;New</u>		<del>\$12.00</del>	<b>\$7.50</b>
110497	<b>Adventure Time Fluxx: War Elephant Promo</b> Psychic War Elephant card, distributed as a promo. ■ Psychic War Elephant card, distributed as a promo item for the base game. This card only available in this way.	SC	<u>New</u>	Out Of Print	<del>\$1.00</del>	<b>\$0.25</b>
110493	<b>Batman Fluxx</b> Demo copy, with circular label on box. Sml part of shrinkwrap torn away. New. ■ Version of fluxx based on the Batman motif. Lots of classic villians team up against Batman & Robin. Goal is to clean up Gotham City, and the game includes all new mechantics to help. '15	SC	<u>&lt;New</u>		<del>\$12.00</del>	<b>\$9.00</b>
110496	<b>Batman Fluxx: Clayface Promo Card</b> Clayface creeper card, distributed as a promo item. ■ Clayface creeper card, distributed as a promo item. This card only available in this way.	SC	<u>New</u>	Out Of Print	<del>\$1.00</del>	<b>\$0.25</b>
113855	<b>Firefly Fluxx</b> New, shrinkwrapped copy with DEMO COPY label on box cover. ■ Card game using the Fluxx system in which the rules of the game constantly change based on the cards played. Game has the aesthetics of a western, set in the future and based on the movie Firefly. '16	SB	<u>New</u>		<del>\$13.00</del>	<b>\$10.00</b>
110495	<b>Fluxx: Dice Expansion Kit</b> Demo copy, with circular label on box. ■ Kit that adds dice to any version of fluxx; a roll of the dice will now change the draw & the rules, too!	SC	<u>&lt;New</u>		<del>\$9.00</del>	<b>\$5.00</b>

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104014	<b>Mammoth Fun Pack</b> Promotional kit containing 1 add-on card for each of 4 Looney games (4 cards total): Chrononauts (Live Wooly Mammouth artifact); Fluxx Board Game (Scramble Colors); Fluxx (Angry Mob); Choose One (Fluxx or Pyramids). '13	n	<a href="#">New</a>	Out Of Print	<del>\$1.00</del> <b>\$0.25</b>
113856	<b>Ugly Doll Loonacy</b> New, shrinkwrapped copy with DEMO COPY label on box cover. ■ Fast-playing card game in which players seek to be the first to dispose of all their cards by matching either of 2 images on a card with the cards already played. '16	SB	<a href="#">New</a>	Out Of Print	<del>\$10.00</del> <b>\$5.00</b>
<b>Majestic 12 Games (Mai12G)</b>					
85402	<b>Powersled Circuit</b> Folio dust jacket has many wrinkles & a 1" seam tear at its spine due to tight packaging. Otherwise new. ■ Fast playing, simpler game of sci-fi racing using a card-based system. Includes 3 tracks. For 2-6 players. '03	Fo	<a href="#">New</a>	Out Of Print	<del>\$15.00</del> <b>\$9.00</b>
<b>Mavfair Games (Mavfr)</b> <a href="http://www.coolgames.com">http://www.coolgames.com</a>					
95854	<b>Empire Builder, 3rd: Artwork PRINT</b> Distributed as a promotional item, this is a rolled print of the illustration used on the 3rd ed box, a steam locomotive.	TB	<a href="#">New</a>	Out Of Print	<del>\$8.00</del> <b>\$5.00</b>
1366	<b>Empire Builder, 3rd: Laminated Board</b> Uncut, laminated board. Rolled & must ship separately in a tube (unless folded). ■ Uncut, laminated board. Rolled & must ship separately in a tube (unless folded).	TB	<a href="#">New</a>	Out Of Print	<del>\$19.00</del> <b>\$10.00</b>
3928	<b>EuroRails: Laminated Map</b> Uncut, rolled, laminated map. MUST SHIP SEPERATELY in a tube. ■ Uncut, rolled, laminated map. MUST SHIP SEPERATELY in a tube.	TB	<a href="#">New</a>	Out Of Print	<del>\$20.00</del> <b>\$10.00</b>
96079	<b>Test of Fire, First Bull Run 1861</b> Simpler, fast playing card game in which the poor command control & ill-trained troops that met in July 1861 are emphasized. The Union forces must seize Manassas Jct or rout the Confed army, while the South must rout the North or seize Centerville. M.Wallace'11	FB	<a href="#">New</a>	Out Of Print	<del>\$18.00</del> <b>\$16.00</b>
<b>Medallion Games (Medall)</b>					
98693	<b>Echelons of Fire BUNDLE</b> BUNDLE of 3 card decks with 2 sets of rules. ■ Card game of modern tactical warfare on a individual scale. Nice graphics. V.similar system to Echelons of Fury, the WW2 version of the game. '95	n	<a href="#">Excel</a>	Out Of Print	<del>\$15.00</del> <b>\$10.00</b>
98694	<b>Echelons of Fury BUNDLE</b> BUNDLE of 3 card decks with 2 sets of rules. ■ Card game of modern tactical warfare on a individual scale during World War II. Nice graphics. V.similar system to Echelons of Fire, the contemporary era version of the game. '98	n	<a href="#">Excel</a>	Out Of Print	<del>\$15.00</del> <b>\$10.00</b>
<b>MicroGame Design Group (MDG)</b> <a href="http://www.microgamedesigngroup.ca">http://www.microgamedesigngroup.ca</a>					
113618	<b>Switzerland Must be Swallowed</b> Game of the planned German invasion of Switzerland sometime after the summer of 1940. 1 color map & 140 (dbl sided) div level counters that must be mounted & cut apart. 20k/hex, 24hr/turn. Later reprinted in boxed form by the designer. P.Schutze'01	zl	<a href="#">Mint</a>	Out Of Print	<del>\$17.00</del> <b>\$12.50</b>
<b>Milton-Bradley (Milton)</b>					
97615	<b>Clue, Simpsons 2nd</b> 3 character figures removed from bag; otherws mint & clean. ■ 3 character figures removed from bag; otherws mint & clean. 2nd ed has pre-painted minis of the Simpsons. The classic Clue game Simpsonized into the world of the popular TV show, with each Simpson being a murder suspect. Did Bart kill the wealthy man with the poisoned donut at the Kwik-E-Mart? '03	LB	<a href="#">Mint</a>	Out Of Print	<del>\$15.00</del> <b>\$10.00</b>
74460	<b>Password 22nd</b> Missing scoring dial, scorepad and 1min timer; all are easily replaced. ■ Simple fun family or party game modeled after the long running TV quiz show. Players try to score the most points guessing the correct password in response to clues from the other team. Lightning rounds allow one team to try to guess as many words as they can in 1min. '82	SB	<a href="#">VeryGd</a>	Out Of Print	<del>\$2.50</del> <b>\$0.50</b>
<b>Mings Enterprises (Ming)</b>					
101083	<b>Texas Revolution, 3rd</b> 3rd ed included revised rules; 2nd ed added Spanish language rules & new scenarios. Mexico under Gen. Santa Anna attacks a rebellious Texas, the latter supported outright by the US militia & military in 1836. Additional scenarios cover minor conflicts in the area, esp with Indians, in the time. Good game. D.Mings'91	LB	<a href="#">New</a>	Out Of Print	<del>\$29.00</del> <b>\$25.00</b>
<b>Minion Games (MNI)</b> <a href="http://www.MinionGames.com">http://www.MinionGames.com</a>					
99156	<b>Kama Sutra Dice</b> Pair of 22mm custom dice depicting, you guessed it, sex positions on each of the 6 die faces. Whoa-Hu! '10	SC	<a href="#">New</a>	Out Of Print	<del>\$9.00</del> <b>\$6.00</b>
<b>Miscellaneous MAG Publsr (MiscMg)</b>					
84507	<b>Civil War Times Illustrated (Aug'76)</b> Aug'76. 52pg historical mag.	n	<a href="#">Excel</a>	Out Of Print	<del>\$1.00</del> <b>\$0.25</b>
84515	<b>Civil War Times Illustrated (Feb'77)</b> Scuffed cover ■ Feb'77. 52pg historical magazine focused on history of the American Civil War.	n	<a href="#">VeryGd</a>	Out Of Print	<del>\$2.50</del> <b>\$1.00</b>
84510	<b>Civil War Times Illustrated (Jan'77)</b> Jan'77. 52pg historical mag.	n	<a href="#">Excel</a>	Out Of Print	<del>\$1.00</del> <b>\$0.25</b>

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84513	<b>Civil War Times Illustrated (Jul'76)</b> Jul'76. historical magazine focused on history of the American Civil War.	n	<u>Excel</u>	Out Of Print	<del>\$2.50</del> <b>\$1.00</b>
84512	<b>Civil War Times Illustrated (Jun'76)</b> June'76. 52pg historical magazine focused on the history of the American Civil War.	n	<u>Excel</u>	Out Of Print	<del>\$2.50</del> <b>\$1.00</b>
84511	<b>Civil War Times Illustrated (May'76)</b> Moisture stained. ■ May'76. 52pg historical mag.	n	<u>VeryGd</u>	Out Of Print	<del>\$1.00</del> <b>\$0.25</b>
84508	<b>Civil War Times Illustrated (Nov'76)</b> Nov'76. 52pg historical magazine focused on the history of the American Civil War.	n	<u>Excel</u>	Out Of Print	<del>\$2.50</del> <b>\$1.00</b>
84517	<b>Civil War Times Illustrated (Spt'83)</b> Sept'83. 52pg historical magazine focused on the history of the American Civil War.	n	<u>Excel</u>	Out Of Print	<del>\$2.50</del> <b>\$1.00</b>
88561	<b>Conan the Barbarian COMIC BOOK # 98</b> Minor dogear on rear cover, otherws clean. ■ Comic book, v1 #98 (May '79) edition.	n	<u>Excel</u>	Out Of Print	<del>\$1.00</del> <b>\$0.25</b>
89674	<b>World War II Magazine Nov'94</b> 92pg mag of popular (read: lite duty) history relating to WWII. ARTICLES ON: the Malmedy Massacre; Jewish 51st Commando unit; the M4 Sherman; Gen. Patton; Germany's Bridge Too Far, the Battle of the Bulge; Desperate Drive for the Danube 1945; Contrasting Styles of Adms Spruance & Halsey in the Pacific; Survival of a Member of Schindler's List; Battle of Tarawa. '94	n	<u>Excel</u>	Out Of Print	<del>\$3.00</del> <b>\$0.25</b>
<b>Miscellaneous Publishers (Misc)</b>					
89101	<b>Dice, d6 1" Oversized</b> SEVERAL AVAIL. ■ 1" d6 cube w/ rounded corners, white w/ black pips. Large size makes these unusual. Rounded corners avoids dice dings in your mapboards.	n	<u>Mint</u>	Out Of Print	<del>\$0.75</del> <b>\$0.50</b>
79650	<b>Floquil 5/0 Precision Paint Brush/Liner</b> Unused painting brush designed for detail work. Floquil #688350 w/ long thin brush.	n	<u>Mint</u>	Out Of Print	<del>\$1.00</del> <b>\$0.25</b>
<b>Multi-Man Publishing. (MMP)</b> <a href="http://www.advancedsqadleader.com">http://www.advancedsqadleader.com</a>					
115169	<b>Angola 2nd</b> Multi-player game of a portion of the lengthy Angolan Civil War in 1975-6, that was very much a destructive proxy war between the US & USSR. Heavily revised from earlier Ragner Bro version. Area map, w/ counters representing units & special weapons. Players plan activation of a small number of units each turn in secret, then alternate executing plans. 110 cards, 2 countersheets. G.Dicken, S.Kendall'12	BC	<u>New</u>		<del>\$62.00</del> <b>\$58.00</b>
118044	<b>Guderian's Blitzkrieg II[I] 3rd</b> One box cover corner dinged, with a minor impression on a box edge. Otherwise new & shrinkwrapped. ■ 2011 3rd edition. Reprint of the 'II' revision w/ errata incorporated in rules & mating rules for Case Blue. Detailed op lvl game of German the period of the War in the East when the Germans might have won, Oct'41-May'43. Includes 3 maps, 2940 maps, v3 series rules, 19 scenarios. Half-week/turn, 5mi/hex, btn-div level. D.Essig'11	DC	<u>&lt;New</u>		<del>\$122.50</del> <b>\$119.00</b>
111112	<b>Rock of the Marne</b> New, but not shrinkwrapped. ■ Std Combat System game of the final German Offensive in July 1918, the Second Btl of the Marne. Name refers to the US 3rd Inf which held steadfast against the Germans. 12hrs/turn, 1.25mi/hex, div level, 280 counters. J.Best'08	BC	<u>New</u>		<del>\$30.00</del> <b>\$26.00</b>
114273	<b>Storm Over Dien Bien Phu</b> One box btm corner mildly dinged with slight deformation. Otherwise new & shrinkwrapped. ■ Area-move game of the pivotal battle for Dien Bien Phu in 1954, using a simplified version of the Storm Over Arnhem/Storm Over Stalingrad game system. The game adds rules to reflect the French supply limits, sappers, assaults, plus new cards depicting special events of the campaign. Playing time about 3hrs. 1.5 countersheets, 55 cards. '14	BC	<u>Excel</u>		<del>\$33.00</del> <b>\$28.00</b>
<b>Multi-Man OPERATIONS MAG (MMP Op)</b> <a href="http://www.advancedsqadleader.com">http://www.advancedsqadleader.com</a>					
109769	<b>Special Ops Wargaming Journal # 3 (w/Mag)</b> 20 (all) variant/errata counters for Baltic Gap removed; all other counters included & unpunched, otherws mint. ■ Mag + Game. 36 page mag with A VICTORY COMPLETE game covering the 1914 Tannenberg campaign with 270 counters. Also includes ASL Scenarios O5,6; ASLSK scenarios S52,53. '12	n	<u>Mint</u>		<del>\$20.00</del> <b>\$15.00</b>
<b>New Infinity Games (NewInf)</b>					
74050	<b>Cyborg Commando: Op BiFrost Kit</b> Adventure scenario booklet for this RPG of the heroic defense of the Earth by half-human, half-machine cyborg commandos. '87	Bk	<u>Mint</u>	Out Of Print	<del>\$6.00</del> <b>\$2.50</b>
74048	<b>Cyborg Commando: SanFranciso Knights Kit</b> Adventure scenario booklet for this RPG of the heroic defense of the Earth by half-human, half-machine cyborg commandos. '87	Bk	<u>Mint</u>	Out Of Print	<del>\$5.00</del> <b>\$2.50</b>
<b>Omega Games (Omega)</b> <a href="http://www.OmegaGames.com">http://www.OmegaGames.com</a>					
113638	<b>1864, Year of Decision</b> Sml label on blank, generic box btm, otherws cherry. ■ First of a revived line of Omega games. This game covers the Am Civil War in 1864, the year that finally broke the Confederacy. Played on two satellite photo maps with area move boxes superimposed. 280 counters, 5 days/turn, corp level units w/ leaders. 4 scenarios covering each of the western, eastern, Valley & Sherman's March scenarios plus the May-Dec 1864 campaign game. Rules written in a outline/bullet point format. D.Alexander'01	BC	<u>Mint</u>		<del>\$25.00</del> <b>\$20.00</b>
<b>One Small Step (ONE)</b> <a href="http://www.ossgames.com">http://www.ossgames.com</a>					
117057	<b>Atlantic, Battle of...</b> Strategic level, solitaire folio game of the German U-Boat campaign against the Allies during the pivotal period of August 1942 to May 1943. Includes small, area move map covering the northern & central Atlantic; 24 cards, 88 counters. G.Grabner'16	Fo	<u>New</u>		<del>\$18.00</del> <b>\$13.00</b>



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115731	<b>BCT Command Kandahar</b>	BC	<a href="#">New</a>	Out Of Print	<del>\$59.00</del> <b>\$49.00</b>
	Board game of the US-led counter-insurgency campaign in Afghanistan in the current time frame. Built around the Staff Card game system, where cards are used to set point-giving objectives and to form hands to allow various abilities. Each of the two sides must seek to pursue their own objectives given their resources, while avoiding alienating the populace. Includes 298 counters, 98 cards. J.Miranda'15				
83489	<b>Chicken of the Sea</b>	n	<a href="#">New</a>	Out Of Print	<del>\$8.00</del> <b>\$4.00</b>
	Sml game of naval combat between oar-powered galleys in the 1st Punic War. '94				
82575	<b>Crisis 2000, Insurrection in the US</b>	n	<a href="#">New</a>	Out Of Print	<del>\$9.00</del> <b>\$6.00</b>
	Area-based, sml game of survivalist rebellion in the 21st century. J.Miranda'94				
82172	<b>Crossbones</b>	n	<a href="#">New</a>	Out Of Print	<del>\$11.00</del> <b>\$7.00</b>
	Last copy. ■ Game of pirateering ship-ship combat & trading for 2+ players. M.Anderson'02				
116990	<b>Operation Whirlwind, Budapest Nov 1956</b>	Fo	<a href="#">New</a>	Out Of Print	<del>\$16.00</del> <b>\$12.50</b>
	Folio game of the confused battle for Budapest in Nov. 1956 as the popular government declared its intent to withdraw from the Warsaw Pact, become neutral, and end one-party Communist control. The Soviets invade to prevent all this, resulting in street battles and a national revolt. 140 counters, small area-move map of Budapest. '16				
<b>Pacific Rim CntrAtk Mag (PacRCA)</b>		<a href="http://www.justplain.com/intro.html">http://www.justplain.com/intro.html</a>			
90108	<b>Lee Invades the North #2 (w/Mag)</b>	n	<a href="#">New</a>	Out Of Print	<del>\$19.00</del> <b>\$15.00</b>
	Mag & game. Strategic scale coverage of the Confederate offensives in the East as RE Lee leads the Confederates into the North, Sept 1862 & summer 1863. Focuses on command control and following a strategic plan. 200 counters, div/corp level, 2days/turn, 2mi/hex. R.Markham, M.Seaman'87 / ARTICLES ON: Lee's First Offensive, Maryland Campaign of 1862; Lee's Second Invasion, Summer 1863; naval war in the Mediterranean, 1940-3; Malta, the Critical Factor; Drive on Frankfurt errata.				
<b>Pacific Rim JustPlainWGms (PacRim)</b>		<a href="http://www.justplain.com">http://www.justplain.com</a>			
116447	<b>BattleTechnology Magazine #204</b>	n	<a href="#">VeryGd</a>	Out Of Print	<del>\$3.00</del> <b>\$1.00</b>
	Much of mag mildly moisture warped. ■ Substantive magazine covering all aspects of the BT game system.				
113799	<b>Chosin 1st</b>	HC	<a href="#">Mint</a>	Out Of Print	<del>\$22.00</del> <b>\$15.00</b>
	Sml label remnant on box btm. 1st edition. Otherws unpunched & very clean. ■ Grand tactical gm of the Chinese assaults on the surprised Marines near Chosin Reservoir, Nov'50. American firepower surpresses things during the day, but the Chinese rule the night. T.Carlson'95				
104655	<b>Demyansk Pocket</b>	n	<a href="#">New</a>	Out Of Print	<del>\$12.50</del> <b>\$11.00</b>
	Sml gm of Soviet Dec 41-Jan 42 offensive that failed to destroy pocketed Germans S of Leningrad. J Meldrum '91				
109780	<b>Troina '43</b>	n	<a href="#">Excel</a>	Out Of Print	<del>\$10.00</del> <b>\$6.00</b>
	Complete. Counters neatly clipped. ■ Reinforced US 1st Inf attempts to boot German 15th PG in NE Sicily, Aug'43, in one of the bloodiest btls in Sicily. A plain game w/ a good simple engine. B.Knipple'93				
<b>Parker Brothers (Parker)</b>					
111962	<b>Trivial Pursuit Lord of the Rings DVD Ed</b>	<input type="checkbox"/> GB	<a href="#">Excel</a>	Out Of Print	<del>\$25.00</del> <b>\$20.00</b>
	1 box corner split & repaired. Price written on box cover in grease pencil. Otherws EX. ■ Reqs DVD player & TV/PC to play. Colorful game of trivia based on the Lord of the Rings trilogy movie series of the early 2000s. Played with an abstracted board with 4 tall, painted LotR minis. Includes 2 DVD with a menu system of 20 games of increasing difficulty. You can play all 20 games and never encounter the same question posed in the same form. 2400 interactive questions posed in words, in music, in scenes or in fuzzed out images. For devotes. '04				
<b>Passport Game Studios (PGS)</b>					
110964	<b>Pocket Imperium</b>	SC	<a href="#">New</a>	Out Of Print	<del>\$26.00</del> <b>\$20.00</b>
	Game of interstellar exploration & imperial conflict. 2-4 players are differing starfaring races, each competing to explore, conquer & claim as much of the galaxy as possible. Build new, stronger, faster ships to get there first with the most, and ally with others to form coalitions that can dissolve in a second. Rules provided in English, French & German. D.Mortimer'15				
<b>Patch Games (Patch)</b>					
74456	<b>TriBond</b>	<input type="checkbox"/> LB	<a href="#">Excel</a>	Out Of Print	<del>\$5.00</del> <b>\$1.00</b>
	Some sun fading of side panel. ■ Party game for 2+ players or teams in which players must guess the commonality among 3 things named each round. '95				
74457	<b>TriBond Diamond Ed.</b>	<input type="checkbox"/> LB	<a href="#">Excel</a>	Out Of Print	<del>\$5.00</del> <b>\$1.00</b>
	Sun sun fading of side panel. ■ Revised edition of this party game for 2+ players or teams in which players must guess the commonality among 3 things named each round. Features tougher questions & more obscure associations. '98				
<b>Perry Moore (Moore)</b>		<a href="http://jps.net/~perrya">http://jps.net/~perrya</a>			
78943	<b>Born to Battle</b>	zl	<a href="#">Mint</a>	Out Of Print	<del>\$25.00</del> <b>\$18.00</b>
	Set of 3 games previously published separately, each on more recent Arab-Israeli Wars: Op Shock Troop 1st, the Israeli counterattack in the Golan 1973; Op Dovecote, the Israeli counterattack near the Suez Canal & into Egypt; and Peace for Galilee, a grossly misnamed game of the Israeli invasion of Lebanon in 1982 that bogged down with overreach & urban fighting. Each game is separate, and while large each is produced to basic Desktop Publishing standards, with b&w map, PC printed rules & counters that are mounted but must be cut apart for play. Moore's games are not none for careful proofreading nor playtesting. P.Moore				

## Great Games for Cheap

www.FineGames.com/eoy\_clear.htm

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

Part#	Game Title & Edition ( & Issue# for Mags)	Box	Out of	Our Normal	Clearance Sale Price
		Condt'n	Print ?	Cash-Basis Price	Thru Noon 12/23/2016
74370	Dvina River Offensive, August 1919	Fo	<u>New</u>	Out Of Print	<del>\$21.00</del> <b>\$17.50</b>
	DTP game of the final, desultory British attack on Red Russian forces in Aug. 1919 before they withdrew from the Russian Civil War. Includes operational level ground combat, naval action with monitors & gunboats, and air combat. Two shores of the Dvina river split the battle into two separate, unsupporting areas. Brits have powerful gunboats but a low river level limits their use. The Brits have bombers, but the Reds have a few good fighters. Ground forces are a mixed bag. 750yd/hex on one map, platoon level. 280 unit & 280 marker counters that must be mounted & cut apart; 2 11x17 maps. P.Moore'06				
82173	Last Blitzkrieg, Peace for Galilee 1982	Fo	<u>New</u>	Out Of Print	<del>\$23.00</del> <b>\$21.00</b>
	Operational level game of the Israeli invasion of Lebanon in 1982 spearheaded by its crack armored forces. 280 counters that must be mounted & cut apart, 3 11x17 maps. 1.5mi/hex, 12hr/turn. P.Moore'06				
78016	Slim River, Malaysia 1942	Fo	<u>New</u>	Out Of Print	<del>\$15.00</del> <b>\$12.00</b>
	Small, DTP game of the Japanese armored blitz thru several lines including the Slim River manned by various British units. Uses event cards for activation, discovering unknown bypass roads which the Japanese exploited successfully. 350y/hex, platoon level, individ tanks/weapons, 30min turn. 280 color counters on paper that must be mounted & cut apart, 11x17 map with some colorful if inept graphics. P.Moore'05				
86243	SS Abyss, Hungary 1945 1st	Fo	<u>New</u>	Out Of Print	<del>\$17.50</del> <b>\$14.00</b>
	Game of the final TWO German offensives in the east. First is the attempt by the remains of the 6th Panzer Army to relieve Budapest and then protect the Hungarian oil fields in Jan'45. A second German offensive in Spring'45 saw a refitted 6th SS Pzr Army (now with 80k troops & 300 tanks including lots of Pzr V & VI) attack alert & dug in Soviets. Includes 2 11x17 maps, 280 counters that must be mounted & cut apart. P.Moore'06				
<b>Phoenix Games (Phoenix)</b>					
103630	Alien Contact	FB	<u>&lt;New</u>	Out Of Print	<del>\$29.00</del> <b>\$24.00</b>
	NOTE: Game is new & shrinkwrapped, but 1 lengthwise btm side, & part of a shorter side, is concaved & creased. Couple of minor creases on box cover. ■ Modest complexity 2-6 player game of galactic expansion & diplomacy. Includes resource & economics. 352 counters, mounted map, modest complexity.. Lombardy'83				
<b>Plavroom Entertainment (Plavro)</b>					
82109	Killer Bunnies: Blue BOOSTER SAMPLE	n	<u>New</u>	Out Of Print	<del>\$0.25</del> <b>\$0.10</b>
	Sample card, "Bunnies of the Caribbean," #12. ■ Single Blue card, distributed as a promotional item.				
<b>POG Unlimited (POGUnl)</b>					
76660	POG Booster Bundle (4)	n	<u>New</u>	Out Of Print	<del>\$0.50</del> <b>\$0.10</b>
	Bundle of 4 identical POG series 1 booster packs, each w/ 5 POGs, 1 slammer, 1 series card.				
<b>Prism Games (aka TimJim) (TimJim)</b>					
78695	Suzerain	HC	<u>New</u>	Out Of Print	<del>\$20.00</del> <b>\$15.00</b>
	Card game of medieval empire building. Groom a royal heir by recruiting serfs, knights & nobles, expanding lands, attacking rivals, and intermarrying. Simple & fast card game for 2-6 players. '93				
<b>Schroeder Publ &amp; Wargamng (SPW)</b> <a href="http://web2.airmail.net/spw1">http://web2.airmail.net/spw1</a>					
94543	Der Weltkrieg, Brusilov Offnsv & Gorlice	HC	<u>New</u>	Out Of Print	<del>\$35.00</del> <b>\$29.00</b>
	Fourth entry in the Der Weltkrieg series of simpler, op/strategic games on WW1. This is a kit requiring both Tannenberg/Galacia & Serbia/Romania. Covers the Summer 1916 Brusilov offensive in which the Russians near break the Austro-Hungarians all along their lines; and the Gorlice-Tarnow breakthru of May 1915 in which the Germans capture Galicia & then Poland. 20km/hex, 4day/turn, brig/div level, 560 counters, 2 maps. '01				
<b>Schutz Games (Schutz)</b> <a href="http://sites.google.com/site/schutzegames">http://sites.google.com/site/schutzegames</a>					
107996	Eureka Stockade	HC	<u>New</u>	Out Of Print	<del>\$21.00</del> <b>\$16.00</b>
	A bit of Australian history: resentment against the colonial govt led to a miners' uprising in the Ballarat gold fields of Victoria. At dawn, 3 Dec 1854, 2 British regts & colonial police stormed the miners' stockade. This was the closest Australia has been to civil war. 3 scenarios from the most contained (historical) situation to larger gatherings of miners that might have been present, with optional rules. 88 counters, 60m/hex, 5min/turn. P.Schutz'08				
82590	Hamel 1918	n	<u>New</u>	Out Of Print	<del>\$12.00</del> <b>\$10.00</b>
	Low level (co/btry) game of the shortest, successful offensive in WW1 as the Australians attack the Germans in July 1918. W/ small color map, 220 counters that must be mounted & cut apart, 190m/hex, 10min/turn. '01				
86191	Illusionary Fortress, Singapore 1942	Fo	<u>New</u>	Out Of Print	<del>\$19.00</del> <b>\$11.00</b>
	DTP game of the Japanese assault on the fortress island of Singapore early in 1942. 3 exhausted Japanese divisions assault the island defended by battered UK forces. Covers Singapore exclusively. 308 counters that must be mounted & cut apart. P.Schutz'08				
102761	Pusan Perimeter, Fire on the Naktong 2nd	HC	<u>New</u>	Out Of Print	<del>\$26.00</del> <b>\$20.00</b>
	Update of this relatively simple, rgt/brig level game of the N.Korean attack on a key portion of the Pusan Perimeter in Korea, Aug-Spt 1950. 7mi/hex, 3days/turn, 176 counter. Relatively simple. B.Train'13				
101648	Yelnya, Crushing the Salient	HC	<u>New</u>	Out Of Print	<del>\$22.00</del> <b>\$18.00</b>
	Smaller, simpler game of Zhukov's first counterattack against the Germans, Sept. 1941. Zhukov, commanding the Soviet's reserve army, finds an opportunity to attack Army Group Center after it has been stripped of it's panzers (off encircling a half-million Soviets in the Ukraine), and push the Germans back from the approaches to Moscow. 88 counters, small map. P.Schutz'12				
<b>Score Entertainment (Score)</b> <a href="http://www.ScoreEnt.com">http://www.ScoreEnt.com</a>					
70497	Dragon Booster CCG Demo Deck	n	<u>New</u>	Out Of Print	<del>\$0.25</del> <b>\$0.10</b>
	FIVE avail; price EA. ■ Rules & 13 card demo deck for this collectable card game.				
<b>Simmons Games (Simmon)</b> <a href="http://www.Simmonsgames.com">http://www.Simmonsgames.com</a>					

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81724	<b>Where's Osama?</b> Set of quizzes & puzzles focused on Osama bin-Ladin. Just for fun. Includes a very simple 2-3 player tongue in cheek board game of hunting Osama in a cave complex.'02	Bk	<u>New</u> Out Of Print	<del>\$3.00</del>	<b>\$1.00</b>
<b>Simulations Canada (SimCan)</b>					
91737	<b>West Front</b> Med complexity, strat army lvl gm of the war in western Europe & Italy, '43-5. Mates w/ Lebensraum. S.Newberg'85	n	<u>New</u> Out Of Print	<del>\$15.00</del>	<b>\$12.00</b>
<b>SJG Fire &amp; Movement Mag (SJG FM)</b>					
84688	<b>Fire &amp; Movement Magazine # 22</b> ARTICLES & review ON: survey of games on the Ancient Era; INTL TEAM Iliad; AH Crescendo of Doom w/ designers notes; PHOENIX Streets of Stalingrad; YAQ Ironclads w/ play thru & designers notes; 3W Desert Rats w/ ERRATA & designers notes; brief reviews of SPI Bulge & Leningrad, YAQ Murfreesboro, CMD PERS Road to Washington, EXCAL Total War, SVENSK Poltava, BEARHUG Rorke's Drift, Isandhlwana, Ulundi, Naka; TFG Op Pegasus, ROSKOPF Stratick, SIMCAN Torpedo!. '80	n	<u>Excel</u> Out Of Print	<del>\$5.00</del>	<b>\$2.00</b>
75265	<b>Fire &amp; Movement Magazine # 32</b> 1x3 Inventory label on cover. ■ ARTICLES ON: 1982 in Wargaming; review of Desert Fox #87, Their Finest Hour 1st & 2nd (including errata); short reviews of Divine Wind, Down with the King, Fire When Ready, Dawn Patrol, Kamakura, Iron Brigade. '83	n	<u>Excel</u> Out Of Print	<del>\$3.50</del>	<b>\$2.00</b>
67594	<b>Fire &amp; Movement Magazine # 34</b> 1x3 Inventory label on cover. ■ ARTICLES ON: reviews of Attack in the Ardennes, Rockets Red Glare, Bonaparte in Italy (w/ errata); the Etiquette of Wargaming; WRG's War Game Minis Rules; brief reviews of Falklands or Malvinas, War in the Falklands, Rommel in the Desert 1st, Fight For the Sky, Fighter Command, Germany's Tank Attack 1918. '83	n	<u>Excel</u> Out Of Print	<del>\$3.00</del>	<b>\$1.50</b>
67595	<b>Fire &amp; Movement Magazine # 35</b> 1x3 Inventory label on cover. ■ ARTICLES ON: review of Cossacks Are Coming 1st (w/ errata); Playing Monster Games; Analysis of Ace of Aces & Bounty Hunter; Anzio puzzle; Survey of WWII Micro-Armor & Modern Naval Minis; brief reviews of BroadSides & Boarding Parties, Destroyer Captains, Remember Gordon, Jerusalem 2nd, Victory at Waterloo. '83	n	<u>Excel</u> Out Of Print	<del>\$3.00</del>	<b>\$1.00</b>
52239	<b>Fire &amp; Movement Magazine # 36</b> 1x3 Inventory label on cover. ■ ARTICLES ON: review of Bomber; Survey of Modern Micro-Armor; review of Napoleon's Last Triumph (w/ errata); brief reviews of: VI Caesars, Commando Actions, Gunslinger, Command at Sea 1st, Red Star Falling, Two Ocean War Variant; Umpired Multi-Commander Flat Top. '83	n	<u>Excel</u> Out Of Print	<del>\$3.00</del>	<b>\$1.00</b>
75268	<b>Fire &amp; Movement Magazine # 39</b> 1x3 Inventory label on cover. ■ ARTICLES ON: reviews of Kirovograd, VG Nato, Red Storm, Hell's Highway (w/ example of play & errata); Gaming in Japan photos; A Glance of Am Civil War Miniatures; brief reviews of: Strategic Combat, S&T Special #1, Napoleon's Italian, Russian & Peninsula Campaigns, Last Panzer Victory, Decision at Kasserine #23, Blue Max; Solution to the Fighter Cover for a Fleet problem in F&M38. '84	n	<u>Excel</u> Out Of Print	<del>\$4.00</del>	<b>\$1.00</b>
75269	<b>Fire &amp; Movement Magazine # 40</b> 1x3 Inventory label on cover. ■ ARTICLES ON: reviews of Lawrence of Arabia 2nd, Gulf Strike 1st; Evaluating Accuracy of Conflict Simulations using GDW's 1815 & SPI's Nap's Last Battles; Johnny Reb Min Rules; review of Mr. Lincoln's War (Army of Tennessee / Army of the Potomoc); Wargame Trivia Puzzle; brief reviews of: Arnhem Bridge, PWG Aachen, 8th Army, Gela Beachhead, Operation Badr, Operation Konrad, To The Wolf's Lair. '84	n	<u>Excel</u> Out Of Print	<del>\$2.00</del>	<b>\$1.00</b>
66915	<b>Fire &amp; Movement Magazine # 43</b> 1x3 Inventory label on cover. ■ ARTICLES ON: First issue under Diverse Talents ownership; review of GDW Assault 1st w/ errata, Clash of Steel #31 w/ errata, VG Vietnam 1965-75 w/ hints on play, Killer Angels, GDW 8th Army, Race for the Meuse #26, SIMCAN Hannibal, Peter the Great #27, Stars & Bars #0, WEG Shiloh, Royal Navy, Lodz 1914 #29. '85	n	<u>Excel</u> Out Of Print	<del>\$3.00</del>	<b>\$1.00</b>
98852	<b>Fire &amp; Movement Magazine # 49</b> ARTICLES ON: Origins '86 review; 10th anniversary of F&M mag, a History; Survey of the Evolution of Wargaming; review of Trial of Strength; SSI Battle of Antietam; World in Flames 1st Barbarossa scenario; Comparison of Board & Computer Wargames; reviews of Duel for Kharkov & Imperium Romanum II. '86	n	<u>Excel</u> Out Of Print	<del>\$3.00</del>	<b>\$2.00</b>
67608	<b>Fire &amp; Movement Magazine # 50</b> 1x3 Inventory label on cover. ■ ARTICLES ON: HOBJAP Yamato; TSR World War II ETO 2nd w/ errata; SSG Europe Ablaze; Rommel in the Desert 1st & Rommel's War (w/ errata for the latter); War to End Wars; Rommel at Bay; Supremacy; GDW Operation Market-Garden; HOBJAP Bitter End 1st; Victory in Europe; Samurai Blades; Red Baron #48; Rules Writing by Mark Herman; Manning Hadrian's Wall puzzle; the Game Business, Tougher to Get into. '86	n	<u>Excel</u> Out Of Print	<del>\$2.00</del>	<b>\$1.00</b>
66917	<b>Fire &amp; Movement Magazine # 52</b> 1x3 Inventory label on cover. ■ ARTICLES ON: Interview with Sid Meier (then of Microprose); review of Napoleon & the Archduke Charles #49, St. Lo, Air Cav, Air & Armor, AirLand Battle, Struggle for Stalingrad #47 w/ errata; brief reviews of: Hitler's Counterstroke in France, WWW Battle Cry, VG Korean War, Texas Revolution; New Games on Old Subjects; Gaming in Australia; solution to the Manning Hadrian's Wall puzzle from prior issue; WWW acquires S&T from TSR, Counterattack & Battleplan mags announced, '87	n	<u>Excel</u> Out Of Print	<del>\$5.00</del>	<b>\$1.00</b>
67612	<b>Fire &amp; Movement Magazine # 56</b> 1x3 Inventory label on cover. ■ ARTICLES ON: Major changes in the Wargame Industry in '87 including Retrenchment at AH; Charlie Roberts Interview; reviews of Central America, & interview with its designer, James McQuaid, plus 2 scenarios; Scenario analysis of Central America; History of 21 times the US intervened in Central America, 1846-1926; brief reviews of Omaha Beachhead, Against the Reich, Panzergruppe Guderian 2nd, Rommel in North Africa, Air Superiority, Top Gun, Knights of the Air, SIMCAN Battleship, Shogun 1st, Condottiere #54, Ancients 1st; Wargames of 1972. '88	n	<u>Excel</u> Out Of Print	<del>\$2.00</del>	<b>\$1.00</b>
52258	<b>Fire &amp; Movement Magazine # 58</b> 1x3 Inventory label on cover. ■ ARTICLES ON: interview with Jon Southard; Atlanticon '88 Report; review of Fire Brigade PC game; reviews of AH Empire in Arms 2nd, w/ analysis of the 1805 Trafalgar situation; review of Tam Yankee; Simulating the Fog of War; review of Open Fire, Jet Ace; answers to Military Quotes puzzle in #57; games of Gettysburg review. '88	n	<u>Excel</u> Out Of Print	<del>\$4.50</del>	<b>\$1.00</b>

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**Slang Design (Slang)**

<b>98369</b>	<b>Zombies of the World Field Guide</b>	Bk	<u>New</u>	Out Of Print	<del>\$13.00</del>	<b>\$10.25</b>
Written as the definitive field guide to the undead. Describes 20 common zombie "species" with their habits & range, the US govt's secret zombie research, theories of zombie evolution & more. '12						

**SPI Ares Mag Games (SPIAres)**

<b>88674</b>	<b>Arena of Death #4 (w/Mag)</b>	n	<u>Mint</u>	Out Of Print	<del>\$13.00</del>	<b>\$6.00</b>
Rules separated. ■ Mag & Game. Person-person combat w/might & magic for 2 or more using uses DragonQuest RPG system. DJ.Ritchie'80 / ARTICLES ON: Hillson (fantasy fiction); Science from Sci-Fi; Facts for Fantasy; Eve of the Goblin (fantasy fiction); Weapons of the Arena of Death; review of Chivalry, Sorcery & Adventures in Fantasy, YAQ Mythology.						
<b>79362</b>	<b>Ares Magazine # 4 (SPI)</b>	n	<u>Mint</u>	Out Of Print	<del>\$2.00</del>	<b>\$1.00</b>
No rules. ■ Mag only, no rules. ARTICLES ON: Hillson (fantasy fiction); Science from Sci-Fi; Facts for Fantasy; Eve of the Goblin (fantasy fiction); Weapons of the Arena of Death; review of Chivalry, Sorcery & Adventures in Fantasy, YAQ Mythology.						
<b>72591</b>	<b>World Killer #1 (GameOnly)</b>	n	<u>Mint</u>	Out Of PrintGame Only	<del>\$8.00</del>	<b>\$5.00</b>
Game only. ■ Game only. Abstract game of planetary assault by alien beings in 3D space. Simonsen '80						

**SPI Games (SPI)**

<b>51276</b>	<b>Counter Tray, SPI White Flat Tray</b>	WT	<u>VervGd</u>	Out Of Print	<del>\$3.00</del>	<b>\$2.00</b>
White tray box assembly w/ cardboard inserts. ■ SPI's first boxed packaging format, a generic white cardboard foldover box housing a plastic counter tray (with 2 tray lid covers). May have a game label across the otherwise generic box cover.						
<b>21965</b>	<b>Counter Tray, SPI White Flat Tray</b>	WT	<u>VervGd</u>	Out Of Print	<del>\$2.00</del>	<b>\$2.00</b>
Single tray avail. Box exterior mildew spotted, no title banner. ■ SPI's first boxed packaging format, a generic white cardboard foldover box housing a plastic counter tray (with 2 tray lid covers). May have a game label across the otherwise generic box cover.						
<b>108880</b>	<b>Foxbat &amp; Phantom</b>	FT	<u>VervGd</u>	Out Of Print	<del>\$20.00</del>	<b>\$10.00</b>
Substantially complete; missing 13 counters, ID included. Various isolated stains & one 2" tear on aircraft charts. 1/4" margin on right side of coversheet sun faded. ■ Very playable, air-air combat in '70s between 14 plane types of US,UK, USSR, France. Mechanically simple but with nuanced tactical abilities. 30sec/turn, 1km/hex. J.Dunnigan '73.						
<b>116303</b>	<b>Grenadier</b>	zl	<u>Good</u>	Out Of Print	<del>\$25.00</del>	<b>\$17.50</b>
Playable but substantially incomplete; missing 109 units. Will require making repl counters to play all scenarios. CRT/TEC/Historical Commentary chart stained, soiled & wrinkled thru use, and a portion of upper page torn away; no key info lost. Map also shows some minor crease. Packaged in a ziplock without cover sheet or die. ■ No box or die. Game of grand tactical combat in the age of musketry, 168-1850. 16 scenarios designed to show off the different unit types & how they interact. J.Dunnigan '71						
<b>117994</b>	<b>S&amp;T Guide Newsletter #1</b>	n	<u>VervGd</u>	Out Of Print	<del>\$2.00</del>	<b>\$1.00</b>
Some evidence of sun or moisture discoloration on cover. Otherws EX. ■ Newsletter now of interest mainly to wargame collectors. Small, foldout newsletter that preceded Moves magazine. This issue itemized wargame publishers, designers & wargames existant as of early 1971. 6/71						
<b>117995</b>	<b>S&amp;T Guide Newsletter #1</b>	n	<u>VervGd</u>	Out Of Print	<del>\$2.00</del>	<b>\$1.00</b>
Folded an extra 3 times. Otherws EX. ■ Newsletter now of interest mainly to wargame collectors. Small, foldout newsletter that preceded Moves magazine. This issue itemized wargame publishers, designers & wargames existant as of early 1971. 6/71						
<b>38760</b>	<b>Titan Strike</b>	Fo	<u>New</u>	Out Of Print	<del>\$12.00</del>	<b>\$8.00</b>
Space Capsule #3. Land/air combat on moon of Saturn. P.Kosnett'78						
<b>77286</b>	<b>War in Europe / War in the World Addendm</b>	n	<u>Excel</u>	Out Of Print	<del>\$3.00</del>	<b>\$1.00</b>
Copies are imperfect, obscuring a line at top or side of a couple of pages; reflected in price. ■ Photocopy of WIE 2nd ed. Errata & 4 articles tinkering w/ WinEurope. Allows mating W-Europe w/ W-Pacific [for true masochists] for a War in the World game.						
<b>88842</b>	<b>World Killer</b>	HC	<u>Excel</u>	Out Of Print	<del>\$10.00</del>	<b>\$4.00</b>
One side panel split repaired, otherws punched & EX. ■ Gm of alien planetary attack on Earth using abstract 3D grid. Simonsen '80						
<b>97264</b>	<b>World Killer</b>	HC	<u>Mint</u>	Out Of Print	<del>\$15.00</del>	<b>\$12.00</b>
Gm of alien planetary attack on Earth using abstract 3D grid. Simonsen '80						

**SPI MOVES Magazine (SPIMov)**

<b>116483</b>	<b>Moves Magazine (SPI) # 6</b>	n	<u>VervGd</u>	Out Of Print	<del>\$5.00</del>	<b>\$2.00</b>
Entire mag moisture warped, but otherws clean. ■ ARTICLES ON: Normandy 2nd Profile & strategy; the Great Arrow War, debating ancient shortbow range; Chinese Classical Warfare; Wargames From & About China; Battle of Maida outside Naples, 1806 w/ two reduced maps; Definition of Blitzkrieg; World War 0, 1775-1783. Dec'72						
<b>3742</b>	<b>Moves Magazine (SPI) #29</b>	n	<u>VervGd</u>	Out Of Print	<del>\$3.00</del>	<b>\$2.00</b>
Some signs of use & wear. 1x3 Inventory label on cover. ■ Special 40pg issue. ARTICLES ON: Panzergruppe Guderian analysis; Terrible Swift Sword analysis; an SPI Game Library; Wagram analysis; glossary of German military terms; index to S&T Magazine #19-58, and Moves #1-28; Military Unit Symbols; Wargaming terminology; SPI Clan at Origins II; designing your own Mech War '77 and Panzer '44 scenarios; ERRATA for Terrible Swift Sword and Blue & Gray Quad I & II. '76						
<b>67685</b>	<b>Moves Magazine (SPI) #38</b>	n	<u>Excel</u>	Out Of Print	<del>\$8.00</del>	<b>\$3.00</b>
1x3 Inventory label on cover. ■ ARTICLES ON: Charlie Robert awards; Battline 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)**

## Great Games for Cheap

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

Part#	Game Title & Edition ( & Issue# for Mags)	Box	Out of	Our Normal	Clearance Sale Price
		Condt	Print ?	Cash-Basis Price	Thru Noon 12/23/2016
116298	CA, Tactical Naval Warfr in Pacific #38 (GameOnly)	n	<u>VeryGd</u> Out Of Print	Game Only <del>\$22.00</del>	<b>\$18.00</b>
	Complete. Land masses on map annotated with terrain; otherws EX. ■ GameOnly. Ship-ship naval combat in Solomons during the Guadalcanal campaign, Fall 1942-Spring 1943. Good, quick game with decent insights into the advantages of each side and the tactical situations encountered. 10 scenarios, 6min/turn, .9km/hex. J.Dunnigan'73				
109897	Cedar Mountain #86 (w/Mag)	n	<u>VeryGd</u> Out Of Print	<del>\$10.00</del>	<b>\$5.00</b>
	Missing 2 strength markers, ID included; all units present & game otherws complete. All counters neatly clipped. Markers assembled from multiple marker sets; font face varies. Clean. ■ Mag & Game. GBACW v.4. Union troops under Banks surprise a superior force under Stonewall, Aug '62, then must fight for their lives. 30min/turn, 125yd/hex, 30min/turn. D.Bush, J.Simon, A.Williams'81 / ARTICLES ON: Cedar Mtn, Prelude to Bull Run; the Alamo & the Texas War for Independence, 1835-6l; Operational Update at SPI.				
57007	Cedar Mountain #86 (w/Mag)	n	<u>New</u> Out Of Print	<del>\$16.00</del>	<b>\$10.00</b>
	Mag & Game. GBACW v.4. Union troops under Banks surprise a superior force under Stonewall, Aug '62, then must fight for their lives. 30min/turn, 125yd/hex, 30min/turn. D.Bush, J.Simon, A.Williams'81 / ARTICLES ON: Cedar Mtn, Prelude to Bull Run; the Alamo & the Texas War for Independence, 1835-6l; Operational Update at SPI.				
99122	Combined Arms, Combat Ops 1935-70 #46 (w/Mag)	n	<u>Mint</u> Out Of Print	<del>\$32.00</del>	<b>\$20.00</b>
	Portions of scenario card & counters sun discolored (counters won't show when they are punched). Otherws mint. ■ 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.				
104558	Combined Arms, Combat Ops 1935-70 #46 (w/Mag)	n	<u>Excel</u> Out Of Print	<del>\$22.00</del>	<b>\$20.00</b>
	Punched & complete. ■ 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.				
106939	Combined Arms, Combat Ops 1935-70 #46 (GameOnly)	n	<u>VeryGd</u> Out Of Print	Game Only <del>\$11.00</del>	<b>\$8.00</b>
	Game only. Complete. Top edge of 2 charts sun discolored. 1" abrasion in middle of map & also at margin. 20 hexes at margin numbered in ink. ■ GameOnly. 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				
116189	East is Red #42 (GameOnly)	n	<u>Fair</u> Out Of Print	Game Only <del>\$7.00</del>	<b>\$2.50</b>
	Substantially complete, missing 2 units, ID included. However, about 30 counter faces obscured by masking tape remnants (1 counter completely obscured). Map also marred by numerous places with masking tape remnant plus wrinkles thru use. Otherws VGd. ■ GameOnly. Sml, div/corp lvl gm of Soviet hasty or prepared attack on industrial heartland of China in 70s (w/ tac nukes). JD'74				
104462	East is Red #42 (w/Mag)	n	<u>VeryGd</u> Out Of Print	<del>\$22.00</del>	<b>\$15.00</b>
	Missing 1 unit; ID & color copy of countersheet included; otherws EX. ■ Mag & game. Sml, div/corp level gm of a Soviet hasty or a prepared attack on the industrial heartland of China (Manchuria) in the 1970s (including the use of tactical nukes). 100 counters, 1wk/turn, 50km/hex. J.Dunnigan'74 / ARTICLES ON: Potential for Sino-Soviet Conflict; Napoleon At Waterloo, June 1815; SPI Annual Report.				
106482	East is Red #42 (w/Mag)	n	<u>VeryGd</u> Out Of Print	<del>\$19.00</del>	<b>\$15.00</b>
	Complete. Rules have been folded once both horizontally & vertically & show minor staining. Mag cover scuffed in 3 places. Otherws EX. ■ Mag & game. Sml, div/corp level gm of a Soviet hasty or a prepared attack on the industrial heartland of China (Manchuria) in the 1970s (including the use of tactical nukes). 100 counters, 1wk/turn, 50km/hex. J.Dunnigan'74 / ARTICLES ON: Potential for Sino-Soviet Conflict; Napoleon At Waterloo, June 1815; SPI Annual Report.				
106101	Flying Circus, Aerial Combat 1915-18 #31 (w/Mag)	n	<u>VeryGd</u> Out Of Print	<del>\$25.00</del>	<b>\$15.00</b>
	Complete. 6 Trial (movement) markers all worn thru use. Slight soiling to rules. 1" lite stain on mag cover outside & in. ■ Mag & Game. Plane-plane combat in WWI 1915-8 using a playable but reasonably complete system on air combat in the First World War. Includes 200 counters, cards depicting the characteristics of 6 German & 12 Allied aircraft. J.Dunnigan'72 / ARTICLES ON: War in the Air 1915-18; Franco-Prussian War 1870-1; Military NATO Symbology; Diplomacy strategy.				
100461	Kaiser's Battle #83 (GameOnly)	n	<u>Mint</u> Out Of Print	Game Only <del>\$10.00</del>	<b>\$5.00</b>
	GameOnly. Unpunched but Rules are a photocopy. Otherws clean & unused. ■ Game Only. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80				
86078	Kaiser's Battle #83 (w/Mag)	n	<u>VeryGd</u> Out Of Print	<del>\$8.00</del>	<b>\$4.00</b>
	Rules extensively highlited in yellow; otherws Ex. ■ 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.				
116191	Kampfanzer, Armored Combat 1937-40 #41 (GameOnly)	n	<u>Good</u> Out Of Print	Game Only <del>\$12.00</del>	<b>\$5.00</b>
	Complete GameOnly. Rules wrinkled thru use. Map annotated with new road & towns, otherws EX. ■ GameOnly. SiMove armored combat, 1937-40 in 8 scenarios covering SpanCiv War, Khalkin-Gol, Russo-Finnish war, & early WW2. JD'73				
106556	Oil War #52 (GameOnly)	n	<u>VeryGd</u> Out Of Print	Game Only <del>\$15.00</del>	<b>\$10.00</b>
	Game only. Complete. Left & top margin of rules booklet has abrasions showing white of paper; rules stapled at spine. 3 blanks drawn on & made useless. Otherws complete & EX. ■ GameOnly. Hypothetical situations where the US intervenes in Persian Gulf in late 70s with its more mobile ground forces designed for just this purpose. Simpler game good for beginners. 100 counters, brig level, 2days/turn, 30km/hex. J.Dunnigan'75				

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106140	Operation Grenade #84 (w/Mag)	n	<u>Fair</u>	Out Of Print	<del>\$10.00</del> <b>\$4.00</b>
	Counters (esp US) die cut poorly such that half of unit values cut off (in the middle of a #) w/ part being offset to next unit. Counterset useable only after some counter-by-counter annotations; otherws punched & EX. ■ 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.				
99137	Operation Grenade #84 (w/Mag)	n	<u>Mint</u>	Out Of Print	<del>\$19.00</del> <b>\$12.50</b>
	Some wear & soiling to mag cover, esp. to rear; otherws mint. ■ 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.				
92567	Operation Grenade #84 (w/Mag)	n	<u>Excel</u>	Out Of Print	<del>\$15.00</del> <b>\$5.00</b>
	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.				
85844	Panzer Battles #73 (w/Mag)	n	<u>Mint</u>	Out Of Print	<del>\$22.00</del> <b>\$14.00</b>
	Indentations on cover of mag from being used as a writing surface. Unpunched & otherws unused. ■ Mag & Game. Tactical armor combat at Aracourt,44; Gazala,42; Berlin,45. 200m/hex, 5min/turn, sqd/pltn level. T.Walczyk'79 / ARTICLES ON: Evoluion of Mechanized Warfare 1939-71; British Army 1979; Armada 1st Errata; Cassino Errata; Small Arms in Modern Service; Mongols & the Impact on the Medieval West.				
67882	Patton's 3rd Army #78 (w/Mag)	n	<u>Mint</u>	Out Of Print	<del>\$30.00</del> <b>\$20.00</b>
	Rules separated. ■ Mag & Game. Patton's Nov'44 campaign in the Lorraine area around Metz, just prior to the Bulge. Rgt/btln level, using the Victory in the West system. Allies must attack quickly but carefully to keep the Germans off balance. Rgt level, 200 counters, 1day/turn. J.Balkoski'80 / ARTICLES ON: Patton's 3rd Army, Lorraine Campaign, Nov-Dec 1944; Soviet Artillery in Contemporary Era; Battle of Lepanto, Spain's Defense of Mediterranean Christendom in 16th Century.				
91675	Scrimmage #37 (w/Mag)	n	<u>Excel</u>	Out Of Print	<del>\$24.00</del> <b>\$10.00</b>
	Rules worn thru use, w/ some seam wear (repaired), inked errata annotations, mild wrinkling. Otherws EX. ■ Mag & Game. Workable, but never popular, gm of American football on a hex grid, essentially conceptualized as a tactical wargame as only this designer could do. 100 counters. J.Dunnigan'73 / ARTICLES ON: Ardennes Offensive, Battle of the Bulge Dec. 1944; Caporetto, Austro-German Offensive in Italy, Oct-Nov 1917.				
109896	Stonewall in the Shenandoah #67 (w/Mag)	n	<u>VeryGd</u>	Out Of Print	<del>\$14.00</del> <b>\$9.00</b>
	1 unit lost & replaced with a neatly made color photocopy; otherws complete. All counters neatly clipped. Mag cover front & back soiled & stained, w/ multiple finger print mars; several stains on pgs of mag. Rules highlighted in now fading yellow. ■ Mag & game. Grand tactical game of the battle of Kernstown, March 1862, between Jackson's Valley Army & Shield's division. Small battle using the TSS/GBACW game system. 100 counters, 125yd/hex, 20min/turn, regt level. M.Herman'78 / ARTICLES ON: Stonewall in the Shenandoah 1862; Modern Amphibious Operations; Effectiveness of AA Defenses; Napoleon's Revolution in Logistics; Siege of Constantinople errata.				
91635	Strategy & Tactics (SPI) # 38	n	<u>Excel</u>	Out Of Print	<del>\$10.00</del> <b>\$2.00</b>
	Mag only; no rules. ARTICLES ON: Tactical Naval Warfare in the Pacific 1941-3; Gettysburg Campaign, June-July 1863.				
65654	Strategy & Tactics (SPI) # 43	n	<u>VeryGd</u>	Out Of Print	<del>\$5.00</del> <b>\$1.00</b>
	Mag cover scuffed & wrinkled. 1x3 Inventory label on cover. ■ Mag only; no rules. ARTICLES ON: the American Civil War 1861-5; Soldier Kings 1550-1770.				
68113	Strategy & Tactics (SPI) # 44	n	<u>Excel</u>	Out Of Print	<del>\$5.00</del> <b>\$2.00</b>
	1x3 Inventory label on cover. ■ Mag only; no rules. ARTICLES ON: Tank, a Weapons System Survey; Sea War in the Age of Sail, 1650-1830.				
3778	Strategy & Tactics (SPI) # 64	n	<u>VeryGd</u>	Out Of Print	<del>\$3.00</del> <b>\$1.00</b>
	Fingerprint marrs on cover. 1x3 Inventory label on cover. ■ Mag only, no rules. ARTICLES ON: Commando Operations in the 20th Century; Armored Reconnaissance Vehicles, US Experience; Canadian Civil War; brief reviews of: FUSILIER Wehrmacht, TSR African Campaign, S&G Koniggratz and Tannenburg, Conquest of Space, BL Dauntless, Der Fuhrer, SIMCAN Peoloponnesian War and Dieppe, GDW Traveller, EXCAL Cassino, AH Squad Leader 1st, CONFLICT Kasserine Pass and Yalu, AH Gettysburg '77; BL Flat Top and Alpha Omega and Atlanta and Fury in the West, GDW Raphia. '77				
72701	Strategy & Tactics (SPI) # 64	n	<u>VeryGd</u>	Out Of Print	<del>\$4.00</del> <b>\$1.00</b>
	1x3 Inventory label on cover. ■ Mag only, no rules. ARTICLES ON: Commando Operations in the 20th Century; Armored Reconnaissance Vehicles, US Experience; Canadian Civil War; brief reviews of: FUSILIER Wehrmacht, TSR African Campaign, S&G Koniggratz and Tannenburg, Conquest of Space, BL Dauntless, Der Fuhrer, SIMCAN Peoloponnesian War and Dieppe, GDW Traveller, EXCAL Cassino, AH Squad Leader 1st, CONFLICT Kasserine Pass and Yalu, AH Gettysburg '77; BL Flat Top and Alpha Omega and Atlanta and Fury in the West, GDW Raphia. '77				
92482	Tank! #44 (w/Mag)	n	<u>Excel</u>	Out Of Print	<del>\$16.00</del> <b>\$10.00</b>
	Counters have unit ID letter neatly underlined for clarity. ■ 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.				
105766	Tank! #44 (w/Mag)	n	<u>VeryGd</u>	Out Of Print	<del>\$20.00</del> <b>\$10.00</b>
	Substantially complete: missing 2 counters, ID included. A few counters have writing on blank backsides. Includes photocopy of most (but not quite all) of Tank Expansion rules & charts. ■ 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.				
98159	Tannenberg [78] #69 (w/Mag)	n	<u>Excel</u>	Out Of Print	<del>\$19.00</del> <b>\$15.00</b>
	1x1/2" tear at btm corner of mag: torn away on cover & 2 pgs, sml tear on next 4pgs; otherws EX. Missing 1 blank, otherws complete. ■ Mag & Game. Div/corp lvl game of opening campaign in E.Prussia & Poland, Aug-Sept 1914 using Great War in East system. D.Isby'78 / ARTICLES ON: Tannenberg & the Opening Battles in the East, Aug-Nov 1914; the Neutron Bomb; Next War, Conflict in Euorpe in 1980s; Logistics in the Age of Marlborough.				

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99133	Tannenberg [78] #69 (w/Mag)	n	<u>Mint</u>	Out Of Print	<del>\$22.00</del> <b>\$18.00</b>
	Mag spine mildly sun discolored & large but lite spill stain discolors mag cover front & rear; no warping or abrasion, just discoloration. Game is clean & mint. ■ Mag & Game. Div/corp lvl game of opening campaign in E.Prussia & Poland, Aug-Sept 1914 using Great War in East system. D.Isby'78 / ARTICLES ON: Tannenberg & the Opening Battles in the East, Aug-Nov 1914; the Neutron Bomb; Next War, Conflict in Euorpe in 1980s; Logistics in the Age of Marlborough.				
64449	Tito & His Partisan Army, Yugoslavia #81 (w/Mag)	n	<u>Mint</u>	Out Of Print	<del>\$13.00</del> <b>\$10.00</b>
	Some page discoloration to a couple of mag pages. Last column of counters mildly sun discolored w/ very slight mildew evidence (no spots). Otherws unpunched, unplayed, mint. ■ Mag & Game. Guerilla war in Yugo thruout war using area move. Never a popular game, but an innovative & accurate system nonetheless. D.Rustin'80 / ARTICLES ON: Tito & His Partisan Army in Yugoslavia, 1941-5; Chemical Warfare, Prospectives & Potential; Israeli Air Force & Order of Battle.				
<b>Steve Jackson Games (SJG)</b>		<a href="http://www.sjgames.com">http://www.sjgames.com</a>			
110951	Car Wars Card Game 3rd	SC	<u>New</u>		<del>\$17.00</del> <b>\$14.50</b>
	2-6 player card game version of the classic Mad-Max type duel between souped-up vehicles of all sizes & types, armed with machine guns, missiles, cannons, flamethrowers, oil slicks, etc etc. Includes 6 card cars plus 110 playing cards. Reprinted after many years out of print. C & S.Lambard'15				
106215	Car Wars Classic 6th	SC	<u>New</u>		<del>\$14.00</del> <b>\$10.00</b>
	Reprint of the classic Car Wars game in a less elaborate form. Players do combat in the streets of a urban environment, with weapons of all sorts, armor, power plants, etc. Includes 103 counters, 64pgs of rules & a dbl-sided map of an arean & raceway. Previously awared Origins award for Best Sci-Fi Game; 1.5mil sold tells you something! '14				
111973	Castellan [Green/Yellow]	FB	<u>&lt;New</u>		<del>\$21.00</del> <b>\$12.50</b>
	Has 'Demo Copy' sticker on box. No shrinkwrapped, but new. Mfg added extra pieces during design process, those pieces contained in a baggie. ■ Mfg added extra pieces during design process, those pieces contained are loose in box. This version includes 5 sets of rules in English, French, Spanish, German & Italian. Simple, fast playing 2-player game of scoring points by building castle walls to entirely enclose an area. What you can build depends upon your hand of cards. An complementary Red/Blue set available to allow 3-4 players. B.Beckett'13				
111974	Castellan [Red/Blue]	FB	<u>&lt;New</u>		<del>\$21.00</del> <b>\$12.50</b>
	Has 'Demo Copy' sticker on box. No shrinkwrapped, but new. Mfg added extra pieces during design process, those pieces contained in a baggie. ■ Mfg added extra pieces during design process, those pieces contained are loose in box. This version includes English rules only. Simple, fast playing 2-player game of scoring points by building castle walls to entirely enclose an area. What you can build depends upon your hand of cards. An complementary Yellow/Green set available to allow 3-4 players. B.Beckett'13				
61219	GURPS Lite Beginner Rules Set	Bk	<u>New</u>	Out Of Print	<del>\$0.00</del> <b>\$0.00</b>
	FREE with any order. ■ 32pg distillation of the basic GURPS rules, intended to introduce new players to the series. '03				
83194	Star Fist	BC	<u>Mint</u>	Out Of Print	<del>\$29.00</del> <b>\$25.00</b>
	Sml # of useful annotations on rules; otherws mint. ■ Sml # of useful annotations on rules; otherws mint. Simpler game of tactical space combat as a Terran space fleet attempts to destroy a rebel base embedded in a large asteroid & destined to destroy a key starbase. Uses simple vector movement system akin to Triplanitary. S.Jackson'91				
<b>Strategy Gaming Society (StratG)</b>					
19760	Pimper's All the World's Wargames Addndm	n	<u>VeryGd</u>	Out Of Print	<del>\$2.00</del> <b>\$1.00</b>
	Cover page roughed uuuuup with a 2" tear, a couple mild wrinkles & 1x3 inventory label on cover; other pages clean. Last copy. ■ Documents 100 games published between 1953-77 but overlooked or incorrectly listed in the first volume of the Pimper's series. G.Phillies'80				
80112	Pimper's All the World's Wargames V. II	n	<u>VeryGd</u>	Out Of Print	<del>\$1.00</del> <b>\$0.50</b>
	Many games' names highlighted; portion of rear page torn off & repaired. ■ Covers games published 1978-82. Exhaustive listing of games published in this period by companies big & tiny.				
<b>Task Force Games (TFG)</b>					
96813	Star Fleet Battles: Commandr's Rulebk v1	Bk	<u>VeryGd</u>	Out Of Print	<del>\$7.50</del> <b>\$2.00</b>
	Some inked annotations & underlining esp in the Table of Contents page. ■ 2nd iteration of rules set for this longstanding game system. S.Cole'84				
97080	Star Fleet Btls Mini: Romulan Sparrowhkw	SC	<u>New</u>	Out Of Print	<del>\$5.00</del> <b>\$2.00</b>
	New in a somewhat worn blister. ■ One Romulan Sparrowhawk mini. NOTE Contains lead. Mfg# 7071.				
<b>TCS Games (TCS)</b>		<a href="http://tcs.web1000.com/index.html">http://tcs.web1000.com/index.html</a>			
74394	I Obey!	Fo	<u>New</u>	Out Of Print	<del>\$18.00</del> <b>\$14.00</b>
	Last copy. ■ Garibaldi's 1866 Bezzacca campaign thru the Alps against the Austrians while the Austrians are tied up fighting the Prussians elsewhere. DTP Game published in Italy w/200 unmounted, color counters & a map in 2 sections. R.Chiavini'01				
63603	Innocence Lost	Fo	<u>New</u>	Out Of Print	<del>\$18.00</del> <b>\$13.00</b>
	Grand tactical game of the first Bull Run. Produced by an Italian company to Desk Top Publishing standards w/ 120 color, unmounted counters & a map in 2 sections. R.Chiavini'03				
64948	Montebello, First Step to Freedom	n	<u>New</u>		<del>\$11.50</del> <b>\$9.00</b>
	Small battle between the Franco-Piedmontese Army and the Austrian Army, May 1859, early in the 2nd Italian War of Independence. 500m/hex, 30min/turn. 70 color counters that must be mounted & cut apart, 11x17 color map. R.Chiavini'03				
<b>TSR Ares Games (TSRAre)</b>					

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**88679 Universe: Mongoose & Cobra Module #17 (w/Mag)** n Mint Out Of Print ~~\$10.00~~ **\$5.00**

Mag & game. Final issue of Ares magazine. Game is a stand-alone module for Universe, and compatible with other games of that series. Game-mastered adventure scenario best with 4-7 players. Galactic navy has disguised a frigate as a merchant ship to lure annoying pirates to attack and end their threat; many of the characters on board are unaware of the situation. J.Butterfield'81 / ARTICLES ON: Wreck-creation in Gamma World; Sordr 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).

## TSR Games (TSR)

**107636 Advanced D&D 2nd: Dragon Mountain Advntr** BC Mint Out Of Print ~~\$35.00~~ **\$25.00**

Unused & clean. ■ Adventure module for the Adv D&D 2nd game series aimed at experienced dungeon crawlers (level 10-15). Players seek out the lair of the Red Dragon but are offered many side adventures on the way. Includes 6 poster-sized maps, 3 64pg booklets that include 2 separate adventures that may be combined into a linked grand campaign. P.Lidberg, C.McComb'93

**81795 Counter Tray, TSR Style Bookcase Tray** n Excel Out Of Print ~~\$3.00~~ **\$2.00**

MANY AVAIL. ■ TSR style bookcase counter tray, a 2pc design with a "locking" lid (that will pop open if jarred). Very similar to SPI design.

**2806 Onslaught, D-Day to the Rhine** FB Mint Out Of Print ~~\$25.00~~ **\$17.50**

Cherry. ■ Simpler game of the war in the west, 1944, designed for Beginners, but good for a quick game between experienced gamers. The limitation is the lack of scenarios that force a game too long for beginner's taste. '86

**89748 Onslaught, D-Day to the Rhine** FB Excel Out Of Print ~~\$15.00~~ **\$12.00**

Complete, 50% punched. Couple of paragraphs in rules highlighted. One corner repaired. Otherws EX. ■ Simpler game of the war in the west, 1944, designed for Beginners, but good for a quick game between experienced gamers. The limitation is the lack of scenarios that force a game too long for beginner's taste. '86

**100276 Onslaught, D-Day to the Rhine** FB VeryGd Out Of Print ~~\$13.00~~ **\$10.00**

Box concaved top & btm but otherws EX. ■ Simpler game of the war in the west, 1944, designed for Beginners, but good for a quick game between experienced gamers. The limitation is the lack of scenarios that force a game too long for beginner's taste. '86

## TSR S&amp;T Games (TSRS T)

**92618 Rapid Deployment Force RDF #91 (w/Mag)** n Excel Out Of Print ~~\$22.00~~ **\$10.00**

Mag & game. Tactical use of US Rapid Deployment Forces as "modern cavalry" in 6 scenarios in Persian Gulf & Mid-East. Includes US, Soviet, Iranian, Syrian & Iraq forces. 10min/turn, 200m/hex, platoon level. M Herman, J.Rieser'83 / ARTICLES ON: US RDF Rapid Deployment Force, Global Cavalry for the 1980s; Military stereotypes of the 1600-1700s; American Rations in the Revolutionary War; Clausewitz on War; the Battle Over Britain, Aug-Spt 1940.

**92725 Remember the Maine #108 (w/Mag)** n Excel Out Of Print ~~\$65.00~~ **\$39.00**

Mag & Game. Game of the Spanish-American War, Apr-Spt 1898, in the Atlantic & Carribean, on land & at sea. Strategic & tactical level naval game, and separable operational, rgt/brig level land game. 200 counter, rgt/brig & individ ship level. RECOMMENDED. V.von Borries'86 / ARTICLES ON: Bombing of Bari Harbor, Italy, 1943; the Smith Plan for defending American frontier; German Plan for the Invasion of Ireland 1940; the Hussites, 1415; German & Soviet War Plans for 1941; Berg's review of: WEG St. Lo, OMEGA Victory in Europe & Main Battle Area, GDW Torch; post-WWII scenarios for TSR WWII European Theater of Ops; Limited Intel, a Panacea?.

## Twilight Creations (Twilig)

**80729 Zombies!!!: School's Out Forever Kit** SB New Out Of Print ~~\$9.00~~ **\$4.00**

Our last copy. ■ Expansion kit providing 16 new map tiles of a school's interior, 32 event cards, and new rules including using guts in prior Zombie games. '06

**83635 ZombieTown: Road Rage Kit** SB New ~~\$7.00~~ **\$4.00**

Kit for this game of zombie mayhem. Adds elements related to cars with 12 car tokens, 12 key tokens, plus damage tokens, a new Task deck, plus additional rules. '08

Udo Grebe COMMAND & STRAT (UGG CS) <http://www.UGG.de>

**99884 Blitzkrieg 1940 2nd # 7 (w/Mag)** HC New ~~\$35.00~~ **\$27.50**

Mag & game. Update printed entirely in English. Game of two grand tactical battles that occurred as the Germans attempted to breakout thru French lines, May 1940: Hannut, 12-13 May, and Stonne 16-18 May. 500m/hex. Company level. w/ 432 color cardstock counters that must be mounted & cut apart. Originally announced as an English language version of Vae Victis; now a special edition of C&S. Also includes final installment of Pearl Harbor including 1 countersheet. '10

Udo Grebe Game Design Co. (UGG) <http://www.UGG.de>

**113637 Blitzkrieg General 2nd** BC Mint ~~\$22.00~~ **\$17.50**

Sml label on box btm, otherws cherry. ■ 2nd ed has revised rules. Simpler, 1-8 player grand strategic level game of all of WW2. 2 maps, 560 counters, & a deck of cards. Area movement, w/ 2 scenarios for 1939 & 1941. U.Grebe'01

**11100 Counter Trays, UGG Style Bookcase 20-Pak** LB New ~~\$59.00~~ **\$50.00**

20-pak. ■ TWENTY (20) Pak of Udo Grebe's new 2pc, 20 compartment counter tray w/ clear snap on lid. aka as GMT as they're sold thru them in the US. '04

VAE VICTUS Magazine (VaeVic) <http://vaevictis.histoireetcollections.com/en/home.html>

**100516 Le Matz 1918 #24 (w/Mag)** n New ~~\$14.00~~ **\$10.00**

Mag + Game. w/68pg mag. Rgt lvl game of a final offensive in west front, early June 1918. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at <http://grogard.com/vaevict.html>. '99



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Part#	Game Title & Edition ( & Issue# for Mags)	Box Condtn	Out of Print ?	Our Normal Cash-Basis Price	Clearance Sale Price Thru Noon 12/23/2016
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## Valley Games (Valley)

91312	<b>Days of Steam</b>	DC	<u>New</u> Out Of Print	<del>\$32.50</del>	<b>\$27.50</b>
2-4 player, fast playing tile-based game of steam RR management. Players lay track to create a route among cities & deliver goods in the most profitable way. Rules in Canadian (English) & German. '10					

## Vento Nuovo Games (VenNuo)

<http://www.VentoNuovo.net>

103815	<b>Blocks in the West, the Western Campaign</b>	GB	<u>&lt;New</u> Out Of Print	<del>\$95.00</del>	<b>\$85.00</b>
Box not shrinkwrapped, with 2 isolated sml nicks on box edge & 3" crease on another edge, otherwise new & unused. Direct from distributor. ■ Italian-produced block-style game of World War II on the western fronts, 1940-5, using 900 wood & plastic blocks played on a laminated 87x124cm board with 3 levels of complexity. Akin to a souped-up version of COL's West Front II. 1mo/turn, 53mi/hex, Corp level. multiple scenarios of up to 6 turns, plus grand campaign. Mates with (& is even bigger than) the earlier Blocks in the East. '13					

## Victory Point Games (VPG)

<http://www.VictoryPointGames.com>

106242	<b>Cuba, the Splendid Little War</b>	BC	<u>New</u> Out Of Print	<del>\$32.00</del>	<b>\$27.50</b>
Game of the third War of Cuban Independence, 1895-98, with Cuban rebels battling imperial Spanish forces for control of the island - plus intervention by the US. Focuses on the insurgency at both the military & political level. 6mo/turn, fleet/brigade level. 60 counters, 75 cards. J.G.de Gabiola'14					
116718	<b>Empires In America, French &amp; Indian War</b>	BC	<u>New</u> Out Of Print	<del>\$27.00</del>	<b>\$23.00</b>
Solitaire game using the States of Siege system depicting the entire French & Indian War of 1754-1762. Focused on the wilderness of the New World, this was actually the first world war and included the Seven Years War (1756-63). Player controls the New France colony from Halifax to the Ohio Valley on a point-point map. Includes a focus on the leaders of the time. Includes 52 counters, 75 cards, half season/turn, army level. J.Miranda'16					
117086	<b>Hundred Days 20 3rd</b>	BC	<u>New</u> Out Of Print	<del>\$38.00</del>	<b>\$34.00</b>
Contains two 20-counter games: Tolentin 20 & Waterloo 20. Tolentino covers the May 1815 effort by Murat to retain his position as King of Naples against a more agile Austrian army. Game includes often wild swings of fortune. WATERLOO focuses on the final, historic battle in which Napoleon attempts to defeat the English & Prussian armies piecemeal. This edition has an expanded map and begins 1 day earlier allowing reexamination of the French crossing of the Sambre River and its strategic import. Includes 25 cards. J.Miranda, J.Gill, A.Emrich'16					
115788	<b>Imperial Stars II</b>	SC	<u>New</u> Out Of Print	<del>\$19.00</del>	<b>\$15.00</b>
Two star empires, remnants of Terran colonists, now fight for dwindling resources & the last uncolonized planets. Asymmetric abilities of the empires, giving multiple routes to victory. C.Taylor'15					
113116	<b>Parsec Deluxe, Explorating Edge of Space</b>	BC	<u>New</u>	<del>\$39.00</del>	<b>\$33.00</b>
2-6 player game of exploring space & discover (by placing tiles), with a Eurogame style. Players seek to gain the most points for expansion & technological progress, with careful tile playing being crucial. S.Young'15					
117130	<b>Prussia 20 2nd</b>	BC	<u>New</u> Out Of Print	<del>\$36.00</del>	<b>\$29.00</b>
Contains two separate games, each with a small number of active counters making for fast, tense play. JENA 20 covers the October 1806 French victory at Jean-Auerstadt. A single French corp under Davout blocks the Prussian army's line of retreat. If they can hold the Prussian army, which is three times its size, the latter will be crushed by Napoleon's other forces. EYLAU 20 covers the Feb 1807 stand by Russians in a frigid snowstorm for two days against the worst that Napoleon could deliver, resulting in a draw. L.McMillan, A.Emrich'16					

## Warlord Games (WLG)

113934	<b>Judge Dredd Minis: Justice Dept Judges</b>	SB	<u>New</u>	<del>\$34.00</del>	<b>\$25.00</b>
Label on most of one end panel, and not shrinkwrapped, but new direct from distributor. ■ Set of 8 Judges: 2 cadets, 2 Riot Judges, and one each PSI, specialist weapons, street judge with two law givers, and a street judge.					

## West End Games (D6 Legend) (WEG)

36871	<b>Marlborough at Blenheim</b>	HC	<u>Mint</u> Out Of Print	<del>\$39.00</del>	<b>\$32.50</b>
No counter tray. Some box scuffs. Unpunched. ■ Simpler but well researched grand tactical game of the pivotal battle in the War of Spanish Succession. Allied leadership advantages must unhinge a French defensive line and crush its army to win. D.Palter'79					
67923	<b>Paranoia: Gamemaster Screen</b>	Fo	<u>Mint</u> Out Of Print	<del>\$4.00</del>	<b>\$2.00</b>
Screen with useful tables & charts for the GM, plus a booklet with 3 new adventures. '86					

## Wiz Kids LLC (WizKid)

97643	<b>Lord of the Rings, Nazgul Board Game</b>	LB	<u>New</u> Out Of Print	<del>\$33.00</del>	<b>\$22.50</b>
3-5 player, cooperative game in which players are the evil ringwraiths, the Nazgul, under Sauron's control. Players must hunt down the Fellowship & retrieve the ring before it can be destroyed, all the while trying to maximize your status in Sauron's eyes. Each victory over the Fellowship increases your power, your forces & your favor. '12					

## Worldwide Wargamer (3W) (WWW)

103282	<b>American Aces</b>	HC	<u>Excel</u> Out Of Print	<del>\$22.00</del>	<b>\$15.00</b>
6% (6 counters) punched; otherws v.clean & apparently unused. ■ Stand-alone add-on to Aces Hi system. Focuses on American air-air combat late in WW1 w/ 40 scenarios. J.Hind, E.Lawson '94					
88527	<b>Crimean Shield</b>	HC	<u>Mint</u>	<del>\$25.00</del>	<b>\$20.00</b>
Detailed 1-2 player gm of the see-saw btls for the Crimea thruout WW2. 8 scenarios, btln-div lvl, w/ emphasis on command & supply. 8 scenarios. M.Yamazaki'94					
106728	<b>Duel for Kharkov, 2nd</b>	BC	<u>New</u> Out Of Print	<del>\$42.00</del>	<b>\$36.00</b>
Lrg 2-map gm of 3rd & 4th btl for Kharkov, Feb-Mar'43. Wild, mobile action as German reinforcements from West finally defeat Soviet offensive that began at Stalingrad. Reprinted in a bi-lingual (English & German) version from the earlier PWG version. J.Radey, D.Bolt'94					

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Part#	Game Title & Edition ( & Issue# for Mags)	Box	Out of	Our Normal	Clearance Sale Price
		Condt	Print ?	Cash-Basis Price	Thru Noon 12/23/2016
102673	<b>Forward to Richmond, 2nd</b>	BC	<u>Mint</u> Out Of Print	<del>\$30.00</del>	<b>\$25.00</b>
	Sml spot on cover of 2nd ed addendum, 1 corner repaired. Includes 2nd ed supplemental rules/errata with a couple of spots on cover. Unpunched. ■ Boxed update of this game of the first battle of the American Civil War, First Bull Run, July 1861. Game reflects morale, especially, the green nature of both armies, difficulty getting subordinate units to follow commands. 250yd/hex, 45min/turn, c.700men/unit. 260 counters, mounted map. 2nd ed adds a supplement with a reprinted strategy article plus rule clarifications & optional rules. B.Pollard'83				
86320	<b>Frederick the Great, Campaigns of...</b>	BC	<u>VervGd</u> Out Of Print	<del>\$15.00</del>	<b>\$10.00</b>
	Minimal amt of blue highlighting, otherws EX. ■ Modest complexity game of the Seven Years War, 1756-62 at a strategic level using an interactive system emphasizing leadership. 25mi/hex, semi-monthly turns, 400 counters. R.Markham'93				
77324	<b>Hitler's Last Gamble ERRATA [6/90]</b>	n	<u>Excel</u> Out Of Print	<del>\$5.00</del>	<b>\$1.00</b>
	6/90 version. 20pgs of extensive rules revisions & clarification by dedicated designer. Intended as draft for 2nd ed rules that 3W never bothered to publish. This version is very similar to earlier 3/90 version. '90 ■ 6/90 version. 20pgs of extensive rules revisions & clarification by dedicated designer. Intended as draft for 2nd ed rules that 3W never bothered to publish. This version is very similar to earlier 3/90 version. '90				
113813	<b>Modern Naval Battles III</b>	HC	<u>Mint</u> Out Of Print	<del>\$20.00</del>	<b>\$10.00</b>
	Campaign expansion kit for MNB I. Adds additional cards of many types including 46 aircraft, 49 ships, 47 action cards. '90				
88577	<b>Modern Naval Battles III</b>	HC	<u>Excel</u> Out Of Print	<del>\$16.00</del>	<b>\$8.00</b>
	Campaign expansion kit for MNB I. Adds additional cards of many types including 46 aircraft, 49 ships, 47 action cards. '90				
77841	<b>Napoleon's Later Battles I</b>	HC	<u>Mint</u> Out Of Print	<del>\$29.00</del>	<b>\$18.00</b>
	End panel split repaired. ■ Historical btls of investment of largely undefended Smolensk & later attack on Russian rear guard at Lugino. Also includes alternative campaign linking 2 gms. K.Poulter'92				
88579	<b>Royalists &amp; Roundheads III</b>	HC	<u>Excel</u>	<del>\$20.00</del>	<b>\$15.00</b>
	Map halves separated. Strip punched. ■ Modestly simple set of 4 more battles from English Civ War: Edgehill (Oct 1642), Fyvie (Oct'44), Auldearn (May'45), Alford (Jul'45). Includes R&RH I errata. R.Markham'92				
112215	<b>Starforce Terra, Contact</b>	HC	<u>Excel</u>	<del>\$10.00</del>	<b>\$5.00</b>
	Complete & clean. ■ Simple 2-6 player card gm of space warfare using system similar to Modern Naval Btls. Good w/ lots of beer & pretzels, and a good beginners game. '91				
47383	<b>Starforce Terra, Contact</b>	HC	<u>New</u>	<del>\$15.00</del>	<b>\$7.50</b>
	Simple 2-6 player card gm of space warfare using system similar to Modern Naval Btls. Good w/ lots of beer & pretzels, and a good beginners game. '91				
88588	<b>Tide of Fortune</b>	HC	<u>Excel</u> Out Of Print	<del>\$22.00</del>	<b>\$16.00</b>
	Strip punched. ■ Covers Allied dilemma as they approach Dutch-German border, Spt'44. 2 scenarios: Btl for Antwerp (4 Spt) & Market-Garden (17 Spt). Uses WestWar system from Italian Campaign & Pas de Calais. J.Schettler'93				
<b>Worthington Games (Worthi)</b>		<a href="http://www.worthingtongames.com">http://www.worthingtongames.com</a>			
96998	<b>Anzio &amp; Cassino</b>	BC	<u>New</u> Out Of Print	<del>\$38.00</del>	<b>\$32.50</b>
	Simpler game of key portions of the Italian campaign in 1944. Covers Anzio (Op Shingle) from Jan-Feb, and also the assault on the Cassino Line at Cassino. 2 countersheets. '10				
102929	<b>Blood &amp; Sand</b>	BC	<u>&lt;New</u> Out Of Print	<del>\$40.00</del>	<b>\$34.00</b>
	Has a single crease on one box end panel; otherws new & shrinkwrapped. ■ Block game system of the battles in N.Africa, 1941-2 using a simpler system that optionally includes cards to provide addtl resources or special events but doesn't drive play. Scenarios focus on Tobruk, Apr 1941, and Crusader (Jan 1942), plus a campaign game running from Apr'41-Dec'42. '11				
112444	<b>Galaxy Command</b>	SC	<u>New</u>	<del>\$28.00</del>	<b>\$22.00</b>
	1-4 player, very fast playing game of galactic conflict as players compete for resources, military power & technological advancements as they explore & defend the galaxy. R.Bartelli'15				
114164	<b>Ghost Panzer</b>	BC	<u>New</u> Out Of Print	<del>\$65.00</del>	<b>\$59.00</b>
	Last copy (1st edition). ■ Fast-playing game of squad level tactical combat using the Band of Brothers system. Covers various actions involving the German 11th Panzer (Ghost) division on the eastern front, 1941-4. All its major battles are represented including Typhoon (where they were within 12mi of the Kremlin), The Bloody Triangle, and the attempted relief of Stalingrad, the Backhand Blow & Korsun Pocket. System rewards historically accurate play. 7 dbl-sided geomorphic maps, 3 countersheets, fast playing. J.Krohn'13				
103383	<b>Mercury &amp; Market-Garden</b>	BC	<u>New</u> Out Of Print	<del>\$38.00</del>	<b>\$33.00</b>
	Game of 2 airborne invasions: Mercury, the German invasion of Crete in May 1941; and Market-Garden, the Allied overland & airborne, Sept 1944 offensive aimed at the Rhine bridges in The Netherlands. 8mi/hex, 1day/turn. 2maps, 2 countersheets, relatively simple rules. '12				
115886	<b>New York 1776, the New York Campaign</b>	BC	<u>New</u>	<del>\$46.00</del>	<b>\$39.00</b>
	Block-style, strategic/operational level game with tactical level battle resolution covering the British campaign to secure New York during 1776, early in the American Revolution. This campaign included the largest number of troops of the war, and involved a series of British amphibious landings aimed at trapping the American army. Both sides have ambitious victory conditions, making it a tough contest for both. M. & G. Wylie'14				
107294	<b>Scotland Rising, Bannockburn 1314</b>	BC	<u>New</u>	<del>\$32.00</del>	<b>\$25.00</b>
	Game noting the 700th anniversary of the Scottish victory at Bannockburn. Led by Robert the Bruce, the Scots decisively defeated a British army under Edward II. Fast playing, simpler game with colorful counters. '14				
112443	<b>Sea Kings</b>	BC	<u>New</u>	<del>\$45.00</del>	<b>\$38.00</b>
	2-6 player game of Viking adventures as players explore uncharted sea to lay claim to new lands, settle them, engage in trade, and raid competitors' lands. Played on a large-scale map of Europe from Russia to Spain to Iceland. '15				

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98650	War & Peace	BC	<u>New</u> Out Of Print	<del>\$69.00</del>	<b>\$63.00</b>
	Strategic level, 2-5 player game of the Napoleonic Wars, 1805-15. France & Britain duke it out, striving to gain allies and either occupy the enemy nation or, in the case France, isolate Britain politically & economically. Played with plastic minis for inf, cav, artil & ships. Includes a hard mounted board. Game is akin to Risk with the addition of alliances. Very limited print run on this game. '12				
117105	Wilderness Empires	<u>FB</u>	<u>New</u> Out Of Print	<del>\$49.00</del>	<b>\$39.00</b>
	Block style, point-point move, strategic level game of the French & Indian War, as the allied French & Native American tribes resist English incursions into the sprawling French territory surrounding the Great Lakes. 2-4 players & playable solitaire. Includes nicely illustrated event cards. B.Molyneaux'15				
<b>WWW Strategy &amp; Tactics (WWWS T)</b>					
105661	Baton Rouge #133 (w/Mag)	n	<u>Excel</u> Out Of Print	<del>\$15.00</del>	<b>\$9.00</b>
	Rules separated. Unpunched, but map neatly separated into 2 sections along center seam; otherws mint. ■ Mag & Game. Game of the Confederate attempt to recapture Baton Rouge, Aug 1862, via urban fighting using GBACW system. The city is defended by a Union brigade, and the Confeds are supported by a gunboat. 100 counters, 110yd/hex, 45min/turn. R.Berg'90. / ARTICLES ON: Comparison of German & Soviet Infantry Units in WWII; Enlistment Obligations in Europe 1930; the Original Armageddon; the Diffusion of Seapower, 1895-1905; The Mississippi & Baton Rouge in the Summer of 1862; How Iran Lost & Iraq Won the Gulf War 1980-88; CSS Arkansas, Scourge of the Mississippi.				
91677	Baton Rouge #133 (w/Mag)	n	<u>Mint</u> Out Of Print	<del>\$19.00</del>	<b>\$12.00</b>
	Rules separated & stapled at spine. Unpunched. ■ Mag & Game. Game of the Confederate attempt to recapture Baton Rouge, Aug 1862, via urban fighting using GBACW system. The city is defended by a Union brigade, and the Confeds are supported by a gunboat. 100 counters, 110yd/hex, 45min/turn. R.Berg'90. / ARTICLES ON: Comparison of German & Soviet Infantry Units in WWII; Enlistment Obligations in Europe 1930; the Original Armageddon; the Diffusion of Seapower, 1895-1905; The Mississippi & Baton Rouge in the Summer of 1862; How Iran Lost & Iraq Won the Gulf War 1980-88; CSS Arkansas, Scourge of the Mississippi.				
45143	Campaigns in the Valley #123 (w/Mag)	n	<u>Mint</u> Out Of Print	<del>\$16.00</del>	<b>\$10.00</b>
	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 Shenadoah 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.				
96745	Kanev, Parachutes Across the Dnepr #115 (w/Mag)	n	<u>Mint</u> Out Of Print	<del>\$25.00</del>	<b>\$25.00</b>
	Sml dog ear to one mag cover corner; some minor clasp marrs to back cover. Unpunched & unplayed. ■ 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 of 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 the eve of WWII; Kanev designers nots; extensive Abensberg & Echmuhl ERRATA; The 1862 Vicksburg Campaign.				
92721	Patton Goes to War #112 (w/Mag)	n	<u>Excel</u> Out Of Print	<del>\$22.00</del>	<b>\$18.00</b>
	Mag & Game. US offensive in s. Tunisia, Mar-Apr 43, led by Patton using the BtIs of NAfrica game system. Co/btln/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 Nostrom, OMEGA AirLand Battle, MB Fortress America 1st; Additions & addtl scenario for Target Libya #107; ERRATA for Terrible Swift Swords 2nd (3pgs). '87				
67786	Tigers are Burning #118 (w/Mag)	n	<u>Mint</u> Out Of Print	<del>\$30.00</del>	<b>\$25.00</b>
	Mag & Game. Smaller, strategic level, nicely balanced, game of the Soviet offensive in the Ukraine following Kursk, Aug'43-May'44. 100 counters, Corp/Army level, 1mo/turn, 40mi/hex. RECOMMENDED. T.Bomba'88 / ARTICLES ON: French Planning 1871-1914; Syrian War Machine; ERRATA for Kanev #115; A Year on the Verge of Ruin, A Year on the Verge of Victory: Army Group South; Cavalry Between the Rapidan & Rappahannock 1862.				
<b>WWW Wargamer Magazine (WWWmag)</b>					
98822	Anvil-Dragoon, Southwall 1944 #60 (w/Mag)	n	<u>Mint</u> Out Of Print	<del>\$22.00</del>	<b>\$12.00</b>
	Cherry. ■ Mag & Game. Unique game design covers the Allied invasion of S France & the month-long drive north, Aug-Spt'44, as the Germans attempt to both stay alive while delaying Allies. 100 counters, rgt lvl, 2days/turn. L.Cochran'86 / ARTICLES ON: Anvil-Dragoon, assault on the Southwall of France, Aug-Spt 1944; a second look at VG's Vietnam; review of Hobby Japan's Yamamoto & others.				
98821	Clash of Empires, 1914 #58 (w/Mag)	n	<u>Mint</u> Out Of Print	<del>\$22.00</del>	<b>\$20.00</b>
	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.				
12342	Clash of Steel #31 (w/Mag)	n	<u>New</u> Out Of Print	<del>\$12.00</del>	<b>\$8.00</b>
	Mag & Game. Corp/army-lvl game of the entire War in the East during WWII. Uses a double-blind game system played on 2 identical maps. Includes solitaire rules. A well-designed game by an East Frong guru, but the dbl-blind idea never took off. 200 counter, 1mo/turn. K.Poulter, L.Coatney'84 / ARTICLES ON: Clash of Steel analysis of the limit intelligence system w/ examples of play; Clash of Steel Strategic Options & variant scenarios; review of GDW's Assault 1st; review of TSR Gleam of Bayonets; brief reviews of SIMCAN Ortona, TSR Air War 2nd RPG Recon, Johnny Reb, Alert Force, MMM Charge to Glory.				
98823	Fallen Eagle, Battle of Khe Sanh #62 (w/Mag)	n	<u>Mint</u> Out Of Print	<del>\$38.00</del>	<b>\$30.00</b>
	Cherry. ■ Mag & Game. Last Wargamer V.1 (3W) issue. Bitter btl for Khe Sahn, a forward firebase northern S.Vietnam, that proved to be a diversion preceeding attack on Hue, Jan-Mar 1968. Co/pltn level, 460yd/hex. P.Moore'87 / ARTICLES ON: Khe Sanh, study in confusion; Russian Front variant; RSS's Carrier Battles review, errata & optional rules; tactics in WEG Tank Leader East Front.				

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Part#	Game Title & Edition ( & Issue# for Mags)	Box	Out of	Our Normal	Clearance Sale Price
		Condn	Print ?	Cash-Basis Price	Thru Noon 12/23/2016
97485	<b>Fallen Eagle, Battle of Khe Sanh #62 (GameOnly)</b>	n	<u>Mint</u>	Out Of Print	Game Only \$24.00 <b>\$20.00</b>
	Game only. ■ Game only. Bitter battle for Khe Sahn, a forward firebase northern S.Vietnam, that proved to be a diversion preceding attack on Hue, Jan-Mar 1968. Co/pltn level, 460yd/hex. P.Moore'87				
85135	<b>Fight on the Beaches #40 (w/Mag)</b>	n	<u>Mint</u>	Out Of Print	\$17.00 <b>\$12.50</b>
	Cherry. ■ Mag & Game. Game of the possible German invasion of SE Britain in the fall of 1940 (Op Sealion). Operational, Btln/rgt lvl. Variable German victory objectives and variable invasion sites. 5mi/hex, 12hrs/turn, 200 counters. T.Sundell, J.Lambshhead'85 / ARTICLES ON: Fight on the Beaches Designer's & Historical Notes; review of Boots & Saddles; Advanced CINCPAC variant rules for East Wind Rain 1st; extensive errata for China Incident #37, plus errata for Hell Hath No Fury #38; option rules for Unconditional Surrender #36; replay of the Holy Roman Empire #33 plus errata; brief reviews of Central Command, Overlord & Empire Builder.				
67912	<b>Glory Road #52 (w/Mag)</b>	n	<u>Mint</u>	Out Of Print	\$10.00 <b>\$6.00</b>
	Cherry. ■ 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 scanario; review of TSR's Julius Caesar.				
85113	<b>Lodz 1914, Blitzkrieg in the East #29 (w/Mag)</b>	n	<u>Mint</u>	Out Of Print	\$15.00 <b>\$10.00</b>
	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.				
117305	<b>MacArthur, Road to Bataan #44 (w/Mag)</b>	n	<u>Mint</u>	Out Of Print	\$12.00 <b>\$7.50</b>
	Cherry. ■ Mag & Game. Btln/rgt lvl gm of Jap. invasion of Luzon, Phillipines, Winter 1941. Sml Jap. force must sieze control of a large island with its key facilities intact from an ill-equipped but larger garrison. Garish map! 300 counters, 4days/turn, co/btln/regt level. J.Green'85 / ARTICLES ON: A Tale of Two War Plans: The US & Japan in the Philippines; strategy in Port Stanley #28; review of VG Pax Britannica; strategy for End of the Iron Dream #42; brief reviews of: GDW Arctic Front, VG Sixth Fleet; Origins '85.				
90061	<b>Napoleon at Austerlitz #17 (w/Mag)</b>	n	<u>Excel</u>	Out Of Print	\$20.00 <b>\$10.00</b>
	Entirely strip punched. ■ Mag & Game. Napoleon's Dec 1805 victory over a combined Austrian & Russian force. 400yd/hex, 3 shorter scenarios + full battle. J.Hind, K.Poulter'81 / ARTICLES ON: review of WEG's Campaigns of Napoleon (not pretty); Prados on game tactics; survey of all games of Musket & Pike era (17th-18th century); musings of a would-be publisher, Jack Greene of Quarterdeck; review of Berlin '85 #79; elements of Command & Control; analysis of Assault on Leningrad #14; brief reviews of Fast Patrol Boats, Assault on Tobruk, Warlock, Crusible of War.				
92778	<b>Napoleon at Lutzen #32 (w/Mag)</b>	n	<u>Excel</u>	Out Of Print	\$16.00 <b>\$5.00</b>
	Mag & Game. First of the major battles of 1813 in central Germany, Russian & Prussian forces attack the French flanks in May. Brigade level, 30min/turn, 0.25mi/hex, 200 counters. McWilliams'84 / ARTICLES ON: background on the battle of Lutzen, 1813; reviews of VG's Hell's Hiway & ATTACTIX's Arnhem Bridge; review of Rommel in the Desert; review of brigade level Am Civil War games; brief reviews of SPI's Blue & Gray' TSR's Nordkapp, Fantasy Lords, Slammers, TSR's Soldiers of the Queen, TSR's Firefight.				
66836	<b>Napoleon at Lutzen #32 (GameOnly)</b>	n	<u>Mint</u>	Out Of Print	Game Only \$15.00 <b>\$9.00</b>
	GameOnly. ■ GameOnly. First of the major battles of 1813 in central Germany, Russian & Prussian forces attack the French flanks in May. Brigade level, 30min/turn, 0.25mi/hex, 200 counters. McWilliams'84 / ARTICLES ON: background on the battle of Lutzen, 1813; reviews of VG's Hell's Hiway & ATTACTIX's Arnhem Bridge; review of Rommel in the Desert; review of brigade level Am Civil War games; brief reviews of SPI's Blue & Gray' TSR's Nordkapp, Fantasy Lords, Slammers, TSR's Soldiers of the Queen, TSR's Firefight.				
98404	<b>Peter the Great #27 (w/Mag)</b>	n	<u>Mint</u>	Out Of Print	\$16.00 <b>\$10.00</b>
	Unpunched but missing 2 units; color photocopy of countersheet included. Lrg lite stain on margin of map. Sun discoloration to one map seam. Mag back cover dog-eared & scuffed. Otherws mint/unpunched/unused. ■ Mag & Game. Grand tactical game of the battle of Poltava, 1709, that marked the rise of Russia and ended Swedish king Charles XII invasion of Russia. 160m/hex, 45min/turn. P.Englund'83 (Lesjenka addon for this game printed in issue #30 with essential errata in #35.). / ARTICLES ON: Historical Background to Peter the Great; review of SIMCAN's With Fire & Sword & PWG Cossack's Are Coming 1st, VG's NATO, YAQ's Red Storm, QTRDCK's Destroyer Captain (with 2 addtl scenarios; brief reviews of Falklands or Malvinas, SIMCAN's La Regia Marina, GDW's Western Desert, CENT Gela Beachhead, WEG's Chickamauga, COLUMG Rommel in the Desert, FLYBUF's Beserker.				
90096	<b>Race for Tunis #57 (w/Mag)</b>	n	<u>Excel</u>	Out Of Print	\$10.00 <b>\$5.00</b>
	Entirely strip punched. ■ Mag & game. Axis & Allied forces first meet in Tunisia, Nov-Dec'42, in a wild & uncertain environment. Co/btln level, 1day/turn, using the Btl's for N.Africa system. 3 scenarios & campaign. D.Bolt, G.Helmer'86 / ARTICLES ON: Operation Torch, the final act; review of WEG's RAF 1st; various short reviews.				
98805	<b>Race to the Meuse #26 (w/Mag)</b>	n	<u>Mint</u>	Out Of Print	\$15.00 <b>\$10.00</b>
	Cherry. ■ 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, btln 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.				
89960	<b>Race to the Meuse #26 (GameOnly)</b>	n	<u>Mint</u>	Out Of Print	Game Only \$8.00 <b>\$5.00</b>
	GameOnly. ■ GameOnly. 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, btln level, 3 scenarios. B.McWilliams'83.				
88961	<b>Red Baron #48 (w/Mag)</b>	n	<u>Mint</u>	Out Of Print	\$13.00 <b>\$9.00</b>
	Cherry. ■ Mag & Game. Elaboration on earlier Aces Hi system depicting air-air combat during all of World War I, 1914-8. Uses a simultaneous movement system. 48 aircraft represented. J.Hind'85 / ARTICLES ON: the early use of aircraft for military purposes; reviw of PANTHER's Trial of Strength.				

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Part#	Game Title & Edition ( & Issue# for Mags)	Box	Out of	Our Normal	Clearance Sale Price
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98399	Rise of the House of Sa'ud #46 (GameOnly)	n	<u>Excel</u>	Out Of Print	Game Only \$5.00 <b>\$2.50</b>
	GameOnly. Complete. Some minor spots on 1 rules page, others EX. ■ GameOnly. 2 player game of the formation of Saudi Arabia in 1920s as multiple factions (primarily the Sa'uds & Hussains) duke it out for dominance on the Arabian Peninsula. Uses a variation of House Divided system, with an area-move map & 100 counters, and a focus on fuedal leadership. R.Markham, M.Seaman'85				
12569	Wellington v. Massena #43 (w/Mag)	n	<u>New</u>	Out Of Print	\$12.00 <b>\$9.00</b>
	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.				
98808	Wellington v. Massena #43 (w/Mag)	n	<u>Mint</u>	Out Of Print	\$10.00 <b>\$5.00</b>
	Upper spine mildly dinged creating some minor ripples. CRT published as an afterthought on separate paper; it is folded & creased. Unpunched & unplayed. ■ 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.				
85102	West Wall #35 (w/Mag)	n	<u>Mint</u>	Out Of Print	\$13.00 <b>\$9.00</b>
	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.				
<b>XTR: Command Magazine (XTRCmd)</b>					
86018	Command Magazine #48	n	<u>New</u>	Out Of Print	\$3.00 <b>\$1.00</b>
	Mag only; no rules. ARTICLES ON: Bougainville's rebellion in the late 1990s; Notes from the interrogation of a Viet Cong lieutenant; Canadian view of the War of 1812; Rise & Fall of Medieval Heavy Cavalry, pt 1, and Pistol-armed Cavalry, pt 2; an alternate history where the Axis win WWII - Tomorrow the World's historical basis; Five years in the French Foreign Legion 1988-93; the Pueblo Revolt, Indian uprising in New Mexico 1680; America's Militia heritage. '98				
53041	Czechoslovakia 1938 #24 (GameOnly)	n	<u>New</u>	Out Of Print	Game Only \$19.00 <b>\$15.00</b>
	GameOnly. What if Germany invaded Czech. in 1938? Good Game.				
55046	End of the Empire #46 (GameOnly)	n	<u>New</u>	Out Of Print	Game Only \$15.00 <b>\$10.00</b>
	GameOnly. ■ GameOnly. 2 map, 560 counter game of the French & Indian War as well as the American Revolution from Nova Scotia to New Orleans. 9 scenarios including an intro, 1 covering the French & Indian War of 1759, and 7 yearly or campaign scenarios for the Am Rev. Mag includes Command index thru this issue. W.Marsh'97				
55097	Fire Next Time / WarMaster III #51 (GameOnly)	n	<u>New</u>	Out Of Print	Game Only \$15.00 <b>\$10.00</b>
	GameOnly. ■ GameOnly. A timely look at the possibility of renewed hot war between two fueding neighbors , India & Pakistan, in the Asian subcontinent. Small div lvl game w/35mi hex, 2 day turns. T.Bomba'99 / Warmaster continues the series of chess variation (or continues to flog a dead horse). D.Elliott'99				
45884	Great War in the Near East #38 (GameOnly)	n	<u>New</u>	Out Of Print	Game Only \$17.00 <b>\$10.00</b>
	GameOnly. ■ GameOnly. Includes 40 errata counters for Mason-Dixon. Division lvl game of WW-I in Palestine, Iraq & on the Turkish Front. Stand-alone game that also mates w/ earlier Great War in Europe. 300 counters, 1-2mo/turn, 9.5-20mi/hex depending on the front. Well-regarded game & game system. T.Racier'96				
52583	Hougoumont, Rock of Waterloo #11 (w/Mag)	n	<u>Excel</u>	Out Of Print	\$24.00 <b>\$22.50</b>
	Variant counter for Alexandros (1) removed and NOT included; others EX. ■ Mag & Game. Variant counter for Alexandros (1) included. Game of the French diversionary attack becomes a morass on the final day of the 3 day battle of Waterloo. Game covers the first 2 hours of the battle. Tac lvl. 25yd/hex, 10min/turn, btln/brig level. R.Breaun, S.McEvoy'91 / ARTICLES ON: How Lessons of Malayan Emergency Were Ignored in Vietnam; Hougoumont, Rock of Waterloo; Typhus Fever & the Destruction of Napoleon's Grand Army in 1812; Japanese Attacks on the US Mainland During WWII; Hougoumont Strategy; Alexandros errata; Jutland variant with 7 scenarios; the Bozeman Trail Campaign, the Medicine Fight, 1866.				
53077	Iron Dream, War in Russia 1941-2 #53 (w/Mag)	n	<u>New</u>	Out Of Print	\$22.00 <b>\$19.00</b>
	Mag & game. Corp/army level game of bulk of the first 2 years the east, Oct'41 thru Nov'42, from Leningrad to Stalingrad/Rostov. A good, simpler game of tug of war, complete w/ a reasonable number of special rules for flavor. Players fight for possession of key terrain. 156 counters. T.Bomba'00 / Also includes Warmaster Chess 2000, which adds yet more variants for the game no one plays (tho it isn't a bad diversion). 20 counters. T.Bomba'00 / ARTICLES ON: the battle of Aln Jalut against the Mongol empire in the Middle East; battle of Bosworth Field 1485 during the War of the Roses; Big Bethel, the Am Civil War's First Battle; Analysis of the War in the East, 1941-5; Joan of Arc, maid of Orleans; naval camouflage in World War I; India-Pakistan Naval War of 1971.				
55110	Iron Dream, War in Russia 1941-2 #53 (GameOnly)	n	<u>New</u>	Out Of Print	Game Only \$14.00 <b>\$9.00</b>
	GameOnly. ■ GameOnly. Corp/army level game of bulk of the first 2 years the east, Oct'41 thru Nov'42, from Leningrad to Stalingrad/Rostov. A good, simpler game of tug of war, complete w/ a reasonable number of special rules for flavor. Players fight for possession of key terrain. T.Bomba'00 / Also includes Warmaster Chess 2000, which adds yet more variants for the game no one plays (tho it isn't a bad diversion). T.Bomba'00				
91177	Warmaster Chess 2000 #49 (w/Mag)	n	<u>Mint</u>	Out Of Print	\$8.00 <b>\$3.00</b>
	Mag cover moisture warped. Mailing label on cover. ■ Mag & Game. Chess board game, with counters & paper map, providing 4 variations on standard chess. Sml variant kit really, that assumes knowledge of chess itself. Includes XTR Game & Variant Index thru #48. T.Bomba'98 / ARTICLES ON: Mixed Loyalties in the Allied Forces during the 100 Days Campaign of 1815, & William, Prince of Orange, Wellington's Retreat to Waterloo (pts 1, 2 & 3); Finlan's Marshal Mannerheim; Ghazi!, overview of Ottoman history; Ottoman Stalingrad, Siege of Malta 1565.				

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		Condt	Print ?	Cash-Basis Price	Thru Noon 12/23/2016
<b>86026</b>	<b>Warmaster Chess 2000 #49 (w/Mag)</b>	n	<u>New</u> Out Of Print	<del>\$9.00</del>	<b>\$5.00</b>
	Mag & Game. Chess board game, with counters & paper map, providing 4 variations on standard chess. Sml variant kit really, that assumes knowledge of chess itself. Includes XTR Game & Variant Index thru #48. T.Bomba'98 / ARTICLES ON: Mixed Loyalties in the Allied Forces during the 100 Days Campaign of 1815, & William, Prince of Orange, Wellington's Retreat to Waterloo (pts 1, 2 & 3); Finlan's Marshal Mannerheim; Ghazi!, overview of Ottoman history; Ottoman Stalingrad, Siege of Malta 1565.				
<b>30088</b>	<b>When Tigers Fight #26 (w/Mag)</b>	n	<u>New</u> Out Of Print	<del>\$24.00</del>	<b>\$19.00</b>
	Mag & Game. Includes variant counters for Czech'38 (11), Back to Iraq 1st (6), When Eagles Fight Schlieffen East (18), Tiger of China variant (37). Larger but playable game of offensives in central China & the Burma-Indian front in 1944 as both side launch all-out offensives. 1mo/turn, 60km/hex, brig/div level, 352 counters. D.Webb'94 / ARTICLES ON: When Tigers Fight, War in Asia 1944; Fighting Nature, Insects, Disease & Japanese, the Chindit War in Burma; Killer Bs (Bombers) in China; Japan is Burning; Mysteries of Waterloo; Siege of Sevastopol 1854-5; Return to Teutoburger; Island of Death; What you Don't Know About WWII in Africa.				
<b>Yaquinto (Yaq)</b>					
<b>3562</b>	<b>Superiority</b>	AL	<u>Mint</u> Out Of Print	<del>\$14.00</del>	<b>\$10.00</b>
	Last row of counters miscut. Top 1" of box cover lightly spotted; 1" spot on inner album surface stained. Otherws clean & unpunched. ■ Short, simple to modest complexity gm of tac combat in Europe in early 80s. Combined arms coordination emphasized. '81				
<b>Z-Man Games (Z-Man)</b> <a href="http://www.ZManGames.com">http://www.ZManGames.com</a>					
<b>93628</b>	<b>Duel of the Giants</b>	<span style="border: 1px solid black; padding: 0 2px;">LB</span>	<u>New</u> Out Of Print	<del>\$40.00</del>	<b>\$29.00</b>
	Simplified game of grand tactical combat on the eastern front, 1943, using plastic minis for tanks & aircraft. Base game includes 11 minis: 10 tanks + 1 stuka. '10				
<b>Zobmondo (ZOB)</b>					
<b>111771</b>	<b>Would You Rather...? Twistd,Sick &amp; Wrong</b>	SC	<u>VervGd</u> Out Of Print	<del>\$10.00</del>	<b>\$5.00</b>
	Dry erase marker used in game, but not included. Otherws EX. ■ Multi-player party game in which players must answer questions raising ethical, bizarre or mind-bending issues. The group must reach a consensus on each; each player must predict the consensus. This edition's questions field questions that are bizarre, disturbing and not politically correct. '04				
<b>Zvezda Games (Zvezda)</b> <a href="http://www.zvezda.org.ru">http://www.zvezda.org.ru</a>					
<b>106036</b>	<b>Oil, Battle for: US M47 Dragon MiniSet</b>	n	<u>New</u> Out Of Print	<del>\$2.50</del>	<b>\$1.00</b>
	Published as a promotional set. Includes a 3-person M-47 Dragon Anti-Tank Missile system & crew. Req assy & optional painting. No rules included.				

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