

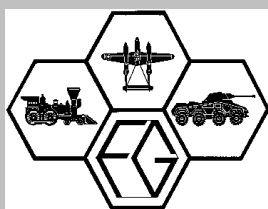
www.FineGames.com/eoy_clear.htm

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

Fine Games' 2017 Annual Clearance Sale focuses on a wide-ranging assortment of ~~551~~ ~~580~~ ~~562~~ ~~556~~ ~~527~~ ~~508~~ 493 482 466. Many are entirely new & undamaged games we have a few too many of; many are new games that suffered some minor damage at the hands of UPS. And there is a host of odds & ends whose time has come. We offer hundreds of games that would make great Xmas gifts for yourself or a significant other, as well as great deals & some fun reading.

The Deal is this: We list 466 items here with a special, clearance price good only during this sale. Choose as many or as few games as you wish. Contact us by phone (at 541-756-4711) or email (M.Dean@FineGames.com) to place your order, and deliver payment to us by 30 November. And shortly after you'll have some goodies purchased at a really great price! Just act fast as these are offered first-come, first served, and are generally available in quantities of one, each. This Annual Clearance Sale **expires on 11/27/2017** at noon (just after the Thanksgiving weekend).

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.



For More Information . . . Click a Link While Reading a PDF Catalog

[How to Order](#)
[Payment Options](#)

[Shipping Options & Fees](#)
[Customer Care Policies](#)

[How to Contact Fine Games](#)
[Explanation of Codes Used](#)

Annual Clearance Sale offer includes these rules of the game:

1. 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. You can also order multiple times if you like. Just do so **before noon on 11/27/2017**.
 2. **Communicate your order to us** in the normal way by emailing or phoning us. 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.
 3. **Normal ordering, payment, and customer care terms apply**. You get the same swift, top-notch service. **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).
 4. **Standard Shipping terms apply with one caveat**. That is, orders of flat, unboxed items can be sent via flat rate envelopes for \$6 for one, or \$8 for as many as will fit; Boxed games that fit a medi flat rate box (and up to two unboxed items as well) ship for \$15. Otherwise and for most orders, a flat shipping fee of \$19 applies. Items weighing 5# or more, or in a Giant (GB) box add +\$5 each (shown here in yellow); items in a Large (LB) Box or 3# or more add \$1.50 each (shown in teal).
- The caveat** this year is that the minimum shipping charge will be the greater of our standard prices (above) or the actual cost to ship your order to you (including materials but without any markup). In other words, if a shipment including clearance items costs us \$25, then instead of \$19, \$25 be the price charged. In many cases we must assemble your order to assess actual cost, and so may notify you after doing so but before shipment. This is necessary due to UPS's use of dimensional weight.
5. You may freely add items found in our other catalogs, but not listed as part of this clearance, to a clearance sale order.
 6. As is always the case, **all items are individually listed**, subject to immediate sale, and may be withdrawn from this offer without notice. Only the individual items (and part#s) listed here qualify under this special sale. As a rule, each item is one-each.
 7. Oh, and you gotta promise to **play** these games, OK?

Best wishes for your holidays and for 2018 to our valued customers worldwide.

MD

Michael Dean, Fine Games

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Games We REALLY Want to LIQUIDATE This Year!

Last Updated:
11/22/2017

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)

98904	Zip Lock Storage Bags, 4x6", 100Q, 2Mil	n	New	Out Of Print	\$3.00	\$2.00
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Several available. ■ 100 2mil 4x6" ziplock bags to containerize counters.

PC Software & Hardware (Sftwr)

100342	Schizm, Mysterious Journey [CD-ROM]	SB	Excel	Out Of Print	\$2.00	\$1.00
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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>

110737	Set Europe Ablaze	HP	New		\$37.00	\$25.00
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2014 Annual (yeah, in mid-2015). Card-driven game of the battle in western occupied Europe in WWII as Britain creates & supplies civilian resistance forces across Europe. Played on an abstracted, area-move map representing France & the Low Countryies. J.Prados'15 / Also includes Depths of Courage, a small, solitaire game of the first true, successful submarine attack launched in 1864 during the American Civil War.

110446	These Brave Fellows #39 (w/Mag)	HP	New		\$28.00	\$25.00
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Mag & game. Game covers the campaign in Bavaria in 1805 shortly before Austerlitz, as a French corp under Mortier chases Austrian forces from the area, the Russians under Kutuzov lay a trap for the lead French units. Outnumbering the French 4-1 but cold & tired & uncoordinated, a day-long, bitter battle ensued. Includes full solitaire rules (tho this is a 2 player game). 216 counters. A.Numez'13

AH Avalon Hill Game Co. (AH)

69872	Alexander: Ramses II	n	Excel	Out Of Print	\$4.00	\$2.00
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Unmounted but separated counters for this variant from the General + rules including b&w photocopy of map revisions. ■ Original article & original insert taken from an issue of The General including (paper) counters & map revisions for a variant depicting Alex's run-in w/ Ramses II of Egypt.

93020	ASL: Boards PARTS #16	n	Excel	Out Of Print	\$4.00	\$2.00
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#16 mounted board

82775	ASL: Boards PARTS #16 Unmounted	n	New	Out Of Print	\$2.50	\$2.00
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#16 UNmounted board

84067	ASL: Boards PARTS #18	n	Excel	Out Of Print	\$4.50	\$2.00
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#18 mounted board

82785	ASL: Boards PARTS #19 UNmounted	n	New	Out Of Print	\$2.50	\$2.00
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#19 UNmounted board

82796	ASL: Boards PARTS #23 UNmounted	n	New	Out Of Print	\$2.50	\$1.50
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#23 UNmounted board

82802	ASL: Boards PARTS #26 Unmounted	n	New	Out Of Print	\$2.50	\$2.00
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Last copy. ■ #26 UNmounted board

82799	ASL: Boards PARTS #27 Unmounted	n	New	Out Of Print	\$2.50	\$2.00
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Last copy. ■ #27 UNmounted board

82805	ASL: Boards PARTS #28 Unmounted	n	New	Out Of Print	\$2.50	\$2.00
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Last copy. ■ #28 UNmounted board

82808	ASL: Boards PARTS #29 Unmounted	n	New	Out Of Print	\$2.50	\$2.00
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#29 UNmounted board

82812	ASL: Boards PARTS #32 Unmounted	n	New	Out Of Print	\$3.00	\$2.00
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#32 UNmounted board

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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	<u>Good</u>	Out Of Print	\$19.00 \$10.00
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 seperate 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	<u>Fair</u>	Out Of Print	\$29.00 \$15.00
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 breifing 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	<u>VeryGd</u>	Out Of Print	\$12.00 \$6.00
112144	Luftwaffe Slipcased. Missing 14 blanks, otherws complete. US counters pporly 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	<u>VeryGd</u>	Out Of Print	\$12.00 \$5.00
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	<u>VeryGd</u>	Out Of Print	\$15.00 \$5.00
88613	Midway ['64]: Coral Sea Variant COPY B&W photocopy of rules full size maps, plus color copy of 2 countersheets, for this kit for Midway'64 providing new search maps, counters & rules for the Coral Sea & other later key battles in the Solomons Sea. Very worthy addition to this venerable game. ■ B&W photocopy of rules full size maps, plus color copy of 2 countersheets, for this kit for Midway'64 providing new search maps, counters & rules for the Coral Sea & other later key battles in the Solomons Sea. Very worthy addition to this venerable game.	n	<u>Excel</u>	Out Of Print	\$12.00 \$9.00
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	<u>Mint</u>	Out Of Print	\$10.00 \$8.00
106486	Panzerblitz A well-loved copy. Missing 3 units, list included & ID apparent. Rules seam worn, separating & repaired. Campaign booklet marked in pencil. Scenarios 7/8 provided as photocopies. All rules, cenario cards are marked with an X to denote copy. ■ Granddaddy of tac lvl gms. Covers platoon lvl combat on the East front, '41-44. JD'71	BC	<u>VeryGd</u>	Out Of Print	\$55.00 \$45.00
80001	Princess Ryan's Star Marines 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.	LB	<u>New</u>	Out Of Print	\$35.00 \$29.00
109033	SL: Squad Leader Board PARTS # 1 UNmntd # 1 UNmounted map board.	n	<u>Mint</u>	Out Of Print	\$2.50 \$1.50
93067	SL: Squad Leader Board PARTS # 2 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.	n	<u>Good</u>	Out Of Print	\$2.00 \$1.00
109036	SL: Squad Leader Board PARTS # 3 UNmntd #3 Unmounted map board.	n	<u>Mint</u>	Out Of Print	\$2.25 \$2.00
84022	SL: Squad Leader Board PARTS # 4 Scuffed & some sun fading. ■ # 4 mounted board.	n	<u>VeryGd</u>	Out Of Print	\$4.00 \$2.00
109037	SL: Squad Leader Board PARTS # 4 UNmntd # 4 Unmounted map board.	n	<u>Mint</u>	Out Of Print	\$2.25 \$2.00
83381	SL: Squad Leader Board PARTS # 7 UNmntd # 7 Unmounted map board.	n	<u>New</u>	Out Of Print	\$2.50 \$2.00
83392	SL: Squad Leader Board PARTS #11 UNmntd #11 Unmounted map board.	n	<u>New</u>	Out Of Print	\$2.50 \$2.00

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83395	SL: Squad Leader Board PARTS #12 UNMNTD #12 Unmounted map board.	n	<u>New</u> Out Of Print	\$2.50	\$2.00
80264	Stock Market 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	BC	<u>VeryGd</u> Out Of Print	\$12.00	\$7.00
99316	War at Sea: War at Sea VARIANT CNTRS Kit including original counter set (missing 1 French ship, mounted color copy included) & b&w photocopy of key rules article in Gen 13/3. ■ Kit including original counterset b&w rules set from Gen 13/3. Predecessor to War at Sea 2 kit. Adds Greek & French fleets, enlarges all other nations' fleets. Die cut counters announced as a separate product in General 15/3, and were based on variants from 13/3, 14/3, 14/4, 15/3.	n	<u>Excel</u> Out Of Print	\$15.00	\$10.00
AH 3M Reprints (AH-3M)					
88107	Image 2nd 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.	BC	<u>Excel</u> Out Of Print	\$10.00	\$5.00
AH Avalon Hill GENERAL Ma (AH_Gen)					
88304	General Magazine 14/2 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	n	<u>Good</u> Out Of Print	\$6.00	\$3.00
65593	General Magazine 14/2 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	n	<u>VeryGd</u> Out Of Print	\$10.00	\$7.00
94069	General Magazine 17/4 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	n	<u>VeryGd</u> Out Of Print	\$8.00	\$2.00
67053	General Magazine 18/4 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	n	<u>Excel</u> Out Of Print	\$9.00	\$3.00
48045	General Magazine 18/6 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	n	<u>Good</u> Out Of Print	\$5.00	\$1.00
84742	General Magazine 18/6 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	n	<u>Excel</u> Out Of Print	\$8.00	\$3.00
68335	General Magazine 20/1 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	n	<u>VeryGd</u> Out Of Print	\$5.00	\$3.00
99276	General Magazine 20/5 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	n	<u>Excel</u> Out Of Print	\$9.00	\$3.00
94052	General Magazine 20/5 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	n	<u>VeryGd</u> Out Of Print	\$8.00	\$2.00
65617	General Magazine 21/4 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	n	<u>Good</u> Out Of Print	\$5.00	\$1.00

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94036	General Magazine 22/1 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	n	VervGd	Out Of Print	\$5.00 \$2.00
94039	General Magazine 22/4 No inserts (including Russian Front variant); otherws EX. ■ Insert w/ 26 Russian Front variant counters. ARTICLES ON: Russian Front design & strategy & variants; strategy in initial turns of Russian Front; weather in Russian Campaign; balancing Russian Campaign; active retreating in Panzerkrieg 2nd; Diplomacy; Third Reich Soviet capability variant; solitaire rules for Submarine 2nd; interview w/ Charlie Kibler; Soviet play in Panzergruppe Guderian; Panzerkrieg errata. '86	n	VervGd	Out Of Print	\$5.00 \$2.50
79253	General Magazine 26/5 No insert, otherws EX. ■ ARTICLES ON: design-your-own scenarios for Up Front; Up Front campaign game rules; Up Front Desert War replay; 3-player Up Front rules; Ambush personal reflections; 'Wrasslin' analysis; random appear opposing fighters for Air Force scenarios; 4 new, hypothetical scenarios for Flat Top emphasizing balance & uncertainty; YB-40 variant for B-17; covert SE Asia missions in Firepower; Notes on Red Devil division for ASL. '90	n	Excel	Out Of Print	\$7.00 \$2.00
79265	General Magazine 29/1 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 preview. '93	n	Excel	Out Of Print	\$6.00 \$3.00
66984	General Magazine 29/2 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 tourney rules. '94	n	Excel	Out Of Print	\$6.00 \$2.00
79266	General Magazine 29/2 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 tourney rules. '94	n	VervGd	Out Of Print	\$5.00 \$1.00
96732	General Magazine 29/4 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	n	Excel	Out Of Print	\$6.00 \$2.00
94160	General Magazine 29/5 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	n	VervGd	Out Of Print	\$4.00 \$2.00
71780	General Magazine 29/6 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	n	New	Out Of Print	\$5.00 \$1.00
79274	General Magazine 30/2 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	n	Excel	Out Of Print	\$4.50 \$2.00
79276	General Magazine 30/4 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	n	Excel	Out Of Print	\$5.00 \$3.00
79282	General Magazine 31/5 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 Witlesse 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	n	Excel	Out Of Print	\$5.00 \$3.00
65618	General Magazine Index 1952-80 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	n	Excel	Out Of Print	\$12.00 \$5.00
101250	SL: Squad Leader, SCENARIO BUNDLE 13 SL scenarios from the General. Includes A-I & Tourney #1-4. ■ 10 SL scenarios from the General. Includes E-I,P, Tourney #1-4.	n	Excel	Out Of Print	\$2.50 \$1.00
109040	SL: Squad Leader, SCENARIO BUNDLE 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.	n	Excel	Out Of Print	\$1.00 \$0.25

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121469	SL: Squad Leader, SCENARIO BUNDLE 12 SL scenarios from the General. Includes A-D, L,M,N, Tourney #1-4, Semper Paratus. ■ 10 SL scenarios from the General. Includes E-I,P, Tourney #1-4.	n	<u>Excel</u> Out Of Print	\$1.00	\$0.25
108021	SL: Squad Leader: SCENARIOS E-H Kit Scenario insert from Gen 17/2 including 4 SL scenarios E-H. ■ Scenario insert from General 17/2 with 4 Squad Leader scenarios, E-H.	n	<u>Excel</u> Out Of Print	\$2.00	\$1.00

AH Victory Games (AH-VG)

88399	Gulf Strike 1st 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 shping areas in multiple scenarios. Includes 910 counters, 3 maps; 2days/turn, 28km/operational hex; btn/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	BC	<u>VeryGd</u> Out Of Print	\$30.00	\$17.00
88400	Gulf Strike 1st 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; btn/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	BC	<u>Excel</u> Out Of Print	\$39.00	\$22.50

Amarillo Design Group (ADB)

<http://www.starfleetgames.com>

118262	Federation Commander: Hydran Attack Kit Kit adding 16 new ship types with 1" counters & ship diagrams, plus 6 new scenarios. '09	HC	<u>New</u>	\$21.00	\$19.00
114370	Federation Commander: Orion Attack Kit Expansion kit adding 16 new ships w/ 1" counters & color laminated ship diagrams, plus new scenarios & 2 new maps to this new game system. '08	Fo	<u>New</u>	\$22.00	\$17.50
123306	Federation Commander: Romulan Attack Kit Kit adding 16 new ship types with 1" counters & ship diagrams, plus new scenarios & 2 map panels. '06	Fo	<u>New</u>	\$23.00	\$18.00

Asgard Inc. (Asgard)

<http://www.racetobepresident.com>

76835	Miniature: Germanic Axe Warrior 6" lead mini of a Germanic or Nordic axe-wielding warrior. Assy reqd. Weighs 4.8lbs.	LB	<u>Excel</u> Out Of Print	\$5.00	\$1.00
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ATO - Turning Point Simul (AgaTPS)

<http://www.atomagazine.com>

119745	Campaign for Vicksburg, 1863 One of the 20 most decisive battles of history per Joseph Mitchell's 1964 history. Vicksburg held the Confederacy together, and allowed resources from the West & Mexican ports to reach the heart of the South. Union forces under Grant must pry the City - and with it control of the Mississippi River -- away from the south. Includes the full scope of this difficult campaign, with internal squabbling and supply limitations, plus many of the sideshows & raids, the CSS Arkansas, etc. Mounted map, 140 counters. P.Rohrbaugh'17	HP	<u>New</u>	\$26.00	\$22.50
117188	Poltava's Dread Day, Great Northern War Chosen as one of the 20 most decisive battles of history. Strategic level game of Sweden's war with Russian, 1700-22, at end of which it had lost the war, an army, its monarch and its standing in Europe. The major players of Europe takes sides (and switch sides) to serve their own purposes in a war focused on Poland & the Baltic Sea. 6mo/turn, initiative-driven, with few replacements. J.Juneau'12	HP	<u>New</u>	\$25.00	\$22.50

Avalanche Press, Ltd. (Avalan)

<http://www.AvalanchePress.com>

86237	Granada, Fall of Moslem Spain 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	<u>New</u> Out Of Print	\$35.00	\$17.50
114156	Panzer Grenadiers, Kursk South Flank 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	<u>New</u>	\$65.00	\$55.00
110376	Panzer Grenadiers: Alaska's War Kit 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	<u><New</u> Out Of Print	\$8.00	\$5.00
108043	Panzer Grenadiers: Divisione CorazzataKT Scenario booklet including 10 scenarios with "advanced" Italian tanks. '11	Bk	<u>New</u> Out Of Print	\$8.00	\$6.00

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 Condtn	Out of Print ?	Our Normal Cash-Basis Price	Clearance Sale Price Thru Noon 11/27/2017
94888	Panzer Grenadiers: Polish Steel 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	<u>New</u> Out Of Print	\$18.00	\$15.00
95503	Panzer Grenadiers: Romanian Soil Kit 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	<u>New</u> Out Of Print	\$8.00	\$5.00
112207	Red Parachutes, Assault across the Dnepr 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	<u>Mint</u> Out Of Print	\$39.00	\$25.00
119966	Second WW at Sea, Arctic Convoy 2nd Reprint in a bookcase box. Second WW series game that focuses on the British navies difficult task of protecting the convoys to Murmansk & the USSR. 2 maps cover the huge expanse of the Norwegian & Barents Seas. 630 counters, 24 scenarios. '13	BC	<u>New</u>	\$46.00	\$42.00
80175	Tears of the Dragon 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	HC	<u>New</u> Out Of Print	\$15.00	\$10.00
86429	Third Reich, 6th: RULES 2007 "3rd ed" (6th ed by our count) rules bundle. Revisions streamline the game further. J.Prados'07	Fo	<u>New</u> Out Of Print	\$6.00	\$5.00

Bandai America Inc. (BandAm)

<http://www.Bandai.com>

86600	Miracle Five 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	LB	<u>New</u> Out Of Print	\$15.00	\$1.00
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Bill Cobb Productions Inc (Cobb)

81980	Berzerkerbirdz Extreme Sports Arena Game 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	GB	<u>New</u> Out Of Print	\$18.00	\$10.00
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Cadeco (Cadeco)

86851	USA Bicentennial Game 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	LB	<u>VervGd</u> Out Of Print	\$7.50	\$1.00
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Cardinal Industries (Cardin)

111768	Sex & the City Trivia Game 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.	FB	<u>Excel</u> Out Of Print	\$10.00	\$5.00
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Centurion Military Hobbys (Centur)

91924	Alien Armada Missing 2 red units, ID unknown. 3 corners repaired w/ strapping tape. Largely strip punched and otherws VGd. ■ Strategic & tactical level game of human defense against an alien empire for 1-4 players. Includes solitaire, 2 player & multiplayer scenarios. 300 counters. '83	BC	<u>VervGd</u> Out Of Print	\$20.00	\$15.00
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Chaosium (Chaos)

<http://www.chaosium.com>

83316	Mythos CCG Parts 3 individual cards from this series: Lovecraft, Portophobia, Boston&Maine Train Station. Lovecraft card wrinkled. ■ 3 individual cards from this series: Lovecraft, Portophobia, Boston&Maine Train Station. Lovecraft card wrinkled.	n	<u>Mint</u> Out Of Print	\$0.25	\$0.10
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CheapAss Games (Cheapa)

<http://www.cheapass.com>

124712	Unexploded Cows Around the World Booster Set of ~10 Around the World Alternate City Deck cards. ■ Set of ~10 Around the World Alternate City Deck cards.	n	<u>New</u> Out Of Print	\$2.50	\$1.00
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Clash of Arms (CofA)

<http://www.clashofarms.com>

www.FineGames.com/eoy_clear.htm

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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 11/27/2017
112228	Baron's War Game of the rebellion of British barons led by Simon de Montfort against Henry III in two key battles, Lewes and Evesham, 1264-5. Simpler game w/ only 8pgs of rules, 280 counters, 2 maps. Interactive system with impetuous cavalry, morale, leadership, & what-if scenarios. R.Markham'04	HC	New	\$32.00	\$27.50
91758	Clash of Armor: Rommel's Battles 6 scenarios for miniatures battles in which Rommel was involved, all at 1:100yds. Designed as a scenario book for Clash of Armors rules set, but can be applied to other miniatures rules systems. '96	Fo	New	\$15.00	\$9.00
117193	Command at Sea, Atlantic Navies Miniatures oriented rules & counter set to recreate WW2 in the N.Atlantic & Mediterranean, in the air & at sea 1939-45. Sister game to Rising Sun & Supermarina. The edition focuses in depth on the navies of Germany, France & Britain, emphasizing French capabilities. Includes 4th ed series rules (which make all games in the series, including Fear God & Harpoon, compatible). Includes 700 counters & booklets for each of three featured nations. L.Bond'09	BC	New	\$99.00	\$82.00
109882	La Bataille de les Quatre Bras 2nd Packaged in a ziploc, no box. Missing 48 markers; ids included; all units present & otherws complete. Counters neatly clipped. Sml tape removal mar on rules cover V.clean & otherws EX. ■ No box or dice. Reprint & major update with new map, revised & enlarged countersheets, unified rules for the La Bataille series, etc. Covers the initial meeting of the French Armeed du Nord under Ney with the Anglo-Allied armies under Wellington near Quatre Bras, June 15 1815 at the beginning of the battles of Waterloo. Relatively small size makes for a great introduction to the game system. E.Wimble'05	n	VeryGd Out Of Print	\$50.00	\$39.00
104114	Mediterranean, Desert War 1940-45 Kit Kit that requires Brute Force for play, & mates with BF & War Withot Mercy to cover all of Europe. Strategic level game of WW2 in N.Africa using the Struggle for Europe system. Covers the N.African campaign, including Tunisia & the Near East, at Brigade & Div level. 30mi/hex, 2wks/turn. 2 counter sheets, 1 map. '05	BC	New	\$45.00	\$37.00
115797	Operation Spark, Relief of Leningrad[ZL] Ziplocked. ■ No box; remanent copy in ziplock without dice. Btl/rgt lvl gm of the ultimately successful relief of Leningrad, Jan'43, during the height of winter. Uses the Black Sea/Black Death system of impulse movement w/ lots of special units. Reqs 2d10 to play. J.Radey'97	zl	New Out Of Print	\$35.00	\$32.00
118959	Wallace's War Game of two battles in the Scottish War of Independence in which the Scots are led by William Wallace, aka Braveheart. Covers Stirling Bridge, Wallace's great victory as they strike at the head of the English army as it crosses a bridge, and Falkirk, in which Wallace is soundly defeated. 281 counters, 2 maps. '09	HC	New	\$36.00	\$29.00
Columbia Games (ColumG)		http://www.columbiagames.com			
116492	1812, War of..., 4th Opened but unplayed, unused & complete. ■ Simpler, block-style game of a little known war, focused on the fight for control of the Great Lakes area between US & Canada. Fast playing w/ excellent fog-of-war element. Great beginners game, too. '85	BC	<New	\$37.00	\$32.50
115756	Gettysburg, Badges of Courage Block system game of the battle of Gettysburg, 1863, using brigade sized units w/ div, corp, army leaders. Scenarios for each of the 3 days, plus the combined game. 192 blocks, full size map. G&T.Dalglish'04	BC	New	\$72.00	\$60.00
120961	HarnMaster Fantasy Roleplaying 3rd Primary rules set containing the background on the fantasy medieval world of Harn, including a full sized color map. Fully revised core rules set, gamemaster screen & pad of character profiles. Rules in looseleaf (ie 3 hole unbound) format. Includes psionics, treasures & artifacts, campaigns & encounters & a bestiary. '03	BC	New	\$27.00	\$25.00
125077	Sam Grant, Civil War in the West 1862-4 Brother game to Bobby Lee, uses Columbia's block system and a beautiful map to cover the western campaigns between St. Louis & Atlanta, 1962-4. 3 yearly & mateable scenarios plus campaign linking with Bobby Lee. Simpler game, fun. T.Dalglish, G.Selkirk'97	BC	New	\$54.00	\$35.00
114758	Victory in Europe 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	BC	New	\$81.00	\$64.00
Compass Games (Compas)		http://www.CompassGames.com			
118683	Balance of Powers Modest complexity game of World War I thruout the world, including land, sea & air forces plus diplomacy, economics & production. Units are mobile until they flip over to entrench, and the war then turns to one of attrition. Combat is within a hex. Production system is simple & streamlined yet depicts the costs of an attritional war. Victory is based on capturing terrain & demoralization. 1mo/turn, 33mi/hex (200 in Africa), Corp level (btl in Africa), 864 counters, 3 maps, up to 7 players but this is basically a 2 sided game. Scenarios for 1914, 1916 & 1917, plus the campaign beginning July 1914. Secondary fronts are playable in isolation, and all are suited to solitaire play. J.Gorkowski'15	BC	New	\$95.00	\$79.00
99960	Eagles of Empire, Spanish Eagles 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	BC	New	\$49.00	\$35.00

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125075	Operation Skorpion Unpunched. Box btm has a series of parallel vertical creases; 2" tear at one box btm corner. Mild ding to one box top corner. Components cherry. ■ 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	BC	Mint	\$25.00	\$19.00
122336	Paths to Hell, Barbarossa, June-Dec 1941 Game of tactical combat during the first year of the German invasion of the USSR, June - Dec 1941 using the War Storm game system previously used in Las Barricadas. Key dynamic is leadership, which allows unit activation (required to do most actions) & coordination. 4 maps & 8 overlays, 5 countersheets, 13 scenarios. 12-15min/turn, 150-200m/hex, sqd/company level, suitable for solitaire. J.C.Cebrian, N.Eskubi'16	BC	New Out Of Print	\$60.00	\$55.00
117431	Steel Wolves, German Sub Campaign 1941-5 2014 reprint. Mild crease along left box edge on box cover; hardly noticeable. ■ Sequel to Silent War, this solitaire game covers the U-Boat war in the Atlantic to the early months of 1943. Players control the assets on both sides during short campaigns or the full time of 1939-43. Covers the N & S.Atlantic, Med, western Indian Oceans. Includes 12 sheets! of ship counters, representing every German sub deployed plus what-ifs. B.Miller, S.Jackson'10	DC	<New	\$89.00	\$79.00
113216	Steel Wolves, German Sub Campaign 1941-5 Sequel to Silent War, this solitaire game covers the U-Boat war in the Atlantic to the early months of 1943. Players control the assets on both sides during short campaigns or the full time of 1939-43. Covers the N & S.Atlantic, Med, western Indian Oceans. Includes 12 sheets! of ship counters, representing every German sub deployed plus what-ifs. B.Miller, S.Jackson'10	DC	New	\$105.00	\$88.00
Critical Hit (CRI)		http://www.criticalhit.com			
31845	ASL:Rout Pak II Add-on kit allowing play of 10 scenarios from a wide variety of theatres. '96	zl	New Out Of Print	\$15.00	\$10.00
77412	ASL:Rout Pak III 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	New Out Of Print	\$14.00	\$11.00
95157	ATS: Berlin, Fuhrer's Bunker GAME [Inspected & 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	New Out Of Print	\$69.00	\$55.00
91406	ATS: Berlin, Fuhrer's Bunker GAME 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	<New Out Of Print	\$55.00	\$45.00
91536	ATS: Berlin-Red Victory: Fuhrer's Bunkr 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	New Out Of Print	\$36.00	\$29.00
100656	ATS: Hell Behind the Eastern Front 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	New Out Of Print	\$60.00	\$52.00
101688	ATS: Hill of Blood, Mamayev Kurgan 15 scenario ATS module covering actions in Stalingrad as the Soviets fiercely defend Mamayev Kurgen, the high mound above the core of Stalingrad. Includes 508 unit & marker counters, historical map. '13	zl	New Out Of Print	\$50.00	\$39.00
101749	ATS: Omaha West [2nd] Update/reprint of this large Adv Tobruk system game of the struggle for Omaha beach on D-Day. Three maps (6') show the beachhead up to 1mi inland at 50yd/hex. Begins with initial beach landings. 3 maps, 1200 counters, 16 scenarios. A HUGE game. Req only rules & std play aids to play. '12	Fo	New Out Of Print	\$59.00	\$42.50
90696	ATS: Pointe du Hoc 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	New Out Of Print	\$22.00	\$17.50
Dan Verssen Games (Versse)					
120769	Field Commander Alexander Complete. Counters reverse printed. Counter corners litely & neatly trimmed. ■ Fast playing Solitaire game of Alexander the Great's expansionary expedition followed by a period of managing the conquered lands. Includes 4 campaigns (Granicus, Issus, Tyre, Guagamela). D.Verssen'09	BC	Excel	\$29.00	\$26.00
114675	Fleet Commander Nimitz Solitaire game of the US-led defense against the seemingly unstoppable Japanese naval expansion in the Pacific during World War II. Player takes the role of Adm. Nimitz, first defending against Japanese thrusts then bringing the war ever closer to the Japanese home islands. Covers nearly the entire war, from Jan. 1942 thru as late as Sept. 1945 at an operational & strategic level in 4 historical campaigns for each year. The player commands a combination of land, air & sea forces which engage in detailed battles as they pursue the goals of each campaign. Includes mounted map, 8 counter sheets. Its a heavy & big sucker. '14	GB	New	\$75.00	\$65.00

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119184	Gato Leader, Btl for Pacific Sequel to U-Boat Leader. Operational & tactical level, solitaire game of the US submarine campaign against Japanese shipping in the Pacific, 1942-45. Depicts each of the 4+ major classes of subs produced by the US, each with individualized ratings. Subs are positioned to detect convoys & other targets; when sighted, they attempt to attack while evading escorts. Includes 4 campaign scenarios, modest complexity. 165 color cards, 352 counters, 2 mounted boards. D.Schueler'16	DC	New	\$49.00	\$44.00	
111504	Modern Land Battles, Target Acquired 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	BC	New	\$35.00	\$27.00	
118659	Phantom Leader, Vietnam Air War 3rd Delx Minor, concaved lip along half of each of 2 box btm edges; no crease just a concaved indentation. Otherws new & shrinkwrapped. ■ 2016 reprint of this graphically slick, solitaire game of a US Air Force or Navy fighter squadron over Vietnam, 1964-72. Players must bomb selected targets but also recognize the broader political consequences of a strike. 30min per mission playing time. 220 cards, 6 campaigns. D.Verssen'16	DC	<New	\$62.00	\$58.00	
103211	Stalingrad, Battle for... 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	BC	New	\$27.50	\$20.00	
118640	Thunderbolt Apache Leader 3rd 2014 3rd edition/printing. New & shrinkwrapped, but has a slight box end panel imperfection, a sort of crease. ■ 3rd ed is a reprint of this updated & expanded card game of close air support aircraft & helicopters. Your job is to select & best utilize the right mix of pilots, aircraft & munition for each mission. Now includes 168 cards, 352 counters, 8 campaigns. 1st ed was popular. Each missing takes about 30min play time. G.Billingsley, D.Verssen'14	DC	<New	Out Of Print	\$62.50	\$56.00
114676	Tiger Leader Solitaire game putting the player in command of a German kampgruppe of armored forces with the mission to acheive your objectives while preserving your forces over a campaign of multiple battles. Uses a system similar to Hornet Leader & Thunderbolt Apache Leader. Includes 9 campaigns: Poland 1939, France 1940, North Africa 1941 & 42, Russia 1941 & 43, Italy 1943m France 1944 and Berlin 1945. Forces include the full range of German forces from Panzer Is to Tigers, armored cars, artillery assault guns, infantry & AT, mortors & machine guns. D.Verssen'15	DC	New	\$65.00	\$55.00	
DecGms FIRE & MOVEMENTMag (Dec_FM)		http://www.decisiongames.com				
125089	Fire & Movement (Dec Gms) # 83 Mag itself is clean but cover has white paint smeared across much of its surface. ■ ARTICLES ON: Analysis of Advanced Third Reich; Anthology of American Civil War Game series; profile of Bloody Roads South; profile of Chancellorsville, Pinnacle of Victory; profile of Black Sea Fleet and XTR's Jutland; profile of GDW's Bloody Kasserine & Race for Tunis; profile of GAMESMITH'S Total War; profile of MFG's Road to the White House & AH's Candidate; strategy in Vicroy/Columbus; reviews of: Gettysburg, Lee's Greatest Gamble; AH Midway '92; Italian Campaign Salerno #150; Vittoria Friedland #151; Playability, the Rules of Sicily & Simplicity; Point of Attack PC. '92	n	Good	Out Of Print	\$2.00	\$1.00
DecGms WARGAMER v2 Mag (Dec_WG)		http://www.decisiongames.com				
90367	Wargamer (Decision Games) v2 #10 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	n	Excel	Out Of Print	\$3.00	\$2.00
72606	Wargamer (Decision Games) v2 #16 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	n	Excel	Out Of Print	\$2.00	\$1.00
Decipher Games (DEG)		http://www.decipher.com				
65354	.Hack//Enemy Promo Card Set Set of 30 Angolmore cards available exclusively as a promo item. ■ Set of 30 Angolmore cards available exclusively as a promo item.	n	New	Out Of Print	\$0.25	\$0.01
Decision Games (DecGms)		http://www.decisiongames.com				
120050	Krieg! World War II in Europe 1st Includes 20 errata counters but not errata text. ■ 1 panel dinged so as to crease box top & btm; 4 btm corners scuffed. 2-3 player, strat lvl, modestly simple gm of WW2 in Europe & N.Africa. Intended to be a players' game using special event cards to liven the action. 2 maps, 420 counters, corp/army lvl. S.Kosakowski'96	BC	Mint	Out Of Print	\$42.00	\$30.00
89119	Leningrad 2nd Earlier 2nd edition. ■ Graphic update of this smlr gm of Army Group N's drive on Leningrad from 22 June - 13 Spt '41. '93	HC	Mint	Out Of Print	\$20.00	\$14.00
124357	Loos 1915, the Big Push Folio game using the Fire & Movement game system. Covers the British diversionary attack near Loos late in 1915. Artillery must be used to generate breakthrus which can only be exploited by specially designated reserves; the Brits must move fast. 100 counters. '13	Fo	Mint	\$14.00	\$11.00	

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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 11/27/2017
101123	Loos 1915, the Big Push 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	Fo	New	\$15.00	\$13.00
124343	Nuts! Battle of the Bulge Card Gm: SET North & South set. Boxes creased with minor corner dings due to flimsy boxes. Others new in shrinkwrap. ■ Set of NORTH & SOUTH decks of 150 cards ea. Game of the Bulge played using cards for terrain, combat units, leaders & special events. Something akin to Up Front, but at a larger scale. Both N & S decks are complete & playable separately, but can be combined for the complete campaign. '98	SC	<New	\$25.00	\$20.00
123685	RAF, Lion v Eagle 4th 2013 4th edition. 2 box btm corners moderately dinged. Structurally intact & others new & shrinkwrapped. ■ Reprint of the 3rd edition with new box art, which was an overhaul of this highly regarded solitaire game of the Btl of Britain. By same designer as Btl Over Britain. This version allows solitaire control of the RAF (as in the original game) or Luftwaffe, plus adds full 2 player rules. 2hr/move, 1day/raid, sqd level, 1"/20mi. 176 counters, dbl-sided map, 165 cards. J.Butterfield'13	BC	VeryGd	\$54.00	\$49.00
124354	Struggle for the Galactic Empire 1st printing. Unpunched & very clean, but with a ding to one box btm corner. ■ 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'09	BC	Mint	\$34.00	\$30.00

Decision Games S&T Games (DecS T)

<http://www.decisiongames.com>

69131	1918, Imperial Germany's Last Chance#223 (w/Mag) 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.	n	New	Out Of Print	\$22.00	\$18.00
70450	Asia Crossroads, Great Game #216 (w/Mag) 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.	n	New	Out Of Print	\$26.00	\$20.00
90895	Black Prince, Crecy & Navarette #260 (w/Mag) 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	n	New		\$21.00	\$19.00
90420	China, Battle for... 4th #259 (w/Mag) Mag & Game. 4th edition of this game of Japan's attempt to conquer China, 1937-41, using an color area map of china & 280 die cut color counters. Third player can be added for Communist forces A decent, large scale treatment of this complex campaign. B.Train'09 / ARTICLES ON: Japan in China, 1937-41; Roman leader Crasus, 1st century BC; Dien Bien Phu, decisive btl of 1st Indochina War, 1954; & of course many ads.	n	New		\$20.00	\$17.50
45306	Crimean War Battles #201 (w/Mag) Mag & Game. Includes errata counters for Vietnam Btls (10), Forgotten Finns scenario (73), Sun Never Sets (2) and Crimean War (9). A recycling/update of 2 of the SPI Crimean War quad games, Tchernaya River 1855 & Alma 1854, at the battalion level. Good games, but aside from graphic updates to the map & rules, entirely a recycling job including poor scans of line-of-sight examples. That said, these were the best of the 4 SPI games. M.Enzer'00 / ARTICLES ON: Napoleon's 1813 Campaign; Battles of the Crimean War; ERRATA for Great Medieval Battles #197, French Foreign Legion #200; Shelby's Attack of the Killer Mules in New Mexico 1862; Russian Naval Attack at the beginning of WWI; the German MG34 Light Machinegun; Boeing B-52; Development of the Sherman Tank; Makhno & the Russian Civil War in the Ukraine; Mauryan Empire of Ancient India,	n	New	Out Of Print	\$35.00	\$31.00
91680	Cropredy Bridge, A Fleeting Victory #148 (w/Mag) 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.	n	Mint	Out Of Print	\$14.00	\$8.00
89980	First Blood, Second Marne 1918 #248 (w/Mag) 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.	n	New		\$20.00	\$17.50
104338	Germania, Rome Beyond the Rhine #175 (w/Mag) Mag & Game. Strat/op level game of Roman campaigns in N.Central Europe, 50BC-150AD, NE of the Rhine & Danube Rivers. 4th in the Trajan/Ancient Wars game series. 280 counters, 8turns/year. Mates with the other games in this series. J.Miranda'95 / ARTICLES ON: Roman campaigns Beyond the Rhne, 1st Century AD; Op Iron Hammer, German Plans for a Bombing Campaign against the USSR; the Moguls; Fight Light, French Light Infantry in 1806; Op Pegasus, Classi US Airmobile Operation in Vietnam, 1968; the Belgian Legion; Capture of Carlos the Jackel in Sudan.	n	Mint	Out Of Print	\$49.00	\$44.00

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87270	Hannibal's War #254 (w/Mag) Mag & Game. 2, 3 or 4 player game covering the struggle for control of the Mediterranean in the 3rd century BC among Rome, Carthage, Macedon & 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.	n	<u>New</u>	\$20.00	\$17.00
91077	Italian Campaign, Sicily #146 (w/Mag) Mag & Game. 1st game in a 3-game + Addendum series of moderately complex games covering all of Italian theater. This first game covers the invasion of Sicily & toe of Italy. Later games include revised rules that smooth the rough edges of this game with extensive errata. Uses the West War game system uses in Winter Storm, Last Victory & Edelweiss. 200 counters, nice map, 5mi/hex, 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.	n	<u>Mint</u> Out Of Print	\$24.00	\$12.50
90445	Lest Darkness Fall, Rome in Crisis #234 (w/Mag) Mag & Game. Simpler, strategic level game of the crisis in the 3rd Century AD for the Roman Empire as various enemies gain strength: the Germanic tribes, Parthia, Palmyra, and rebellious Roman clients. One player defends the Roman borders, the other tries to invade in order to loot or occupy the Roman interior. Play is largely driven by chit draws. 100mi/hex, 10yrs/turn, legion level, 176 counters. T.Bomba, J.Miranda'06 / ARTICLES ON: Lest Darkness Fall, Rome in Crisis, 235-285AD; Eugene of Savoy, Warlord of Enlightenment; Battle of the Azores, 1582; Switzerland in WWII; Air War 1943-4, Luftwaffe v the RAF; Balance of Forces on the Eastern Front, WWII.	n	<u>New</u> Out Of Print	\$21.00	\$19.00
62158	Lost Battalion #217 (w/Mag) 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 lvi, 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.	n	<u>New</u> Out Of Print	\$22.00	\$19.00
59375	Marathon & Granicus #214 (w/Mag) Rear mag cover mildly crinkled w/ 3 creases due to poor storage; otherws new & unused. ■ Mag & Game. Includes errata counters for Op Elope #211 (20). Also includes scenarios, experimental rules & errata for Boer War. Simpler, 2-battle game using the Battles of the Ancient World system covering the first battle of the Greek-Persian War (499BC, Marathon) and also Alexander's entry into Asia at Granicus, 334BC. 1 map, 140 counters. 1-200m/hex, 30-90min/turn. L.Baggett & W.Grace'03 / ARTICLES ON: Warfar in the Age of Greece & Alexander the Great; Tupac Amaru, South American Legend; Merkava, Israeli's MBT; Predicting WWII; the Bridge to Austerlitz; Air War on the Easter Front; British Campaign in Egypt 1882.	n	<u>VervGd</u> Out Of Print	\$32.00	\$29.00
60784	Marathon & Granicus #214 (w/Mag) Several creases paralleling spine on rear cover due to poor storage. Otherws new & unused. ■ Mag & Game. Includes errata counters for Op Elope #211 (20). Also includes scenarios, experimental rules & errata for Boer War. Simpler, 2-battle game using the Battles of the Ancient World system covering the first battle of the Greek-Persian War (499BC, Marathon) and also Alexander's entry into Asia at Granicus, 334BC. 1 map, 140 counters. 1-200m/hex, 30-90min/turn. L.Baggett & W.Grace'03 / ARTICLES ON: Warfar in the Age of Greece & Alexander the Great; Tupac Amaru, South American Legend; Merkava, Israeli's MBT; Predicting WWII; the Bridge to Austerlitz; Air War on the Easter Front; British Campaign in Egypt 1882.	n	<u><New</u> Out Of Print	\$33.00	\$29.00
88425	Marlborough's Btls, Ramillies etc #256 (w/Mag) Two creases near spine on mag cover due to poor storage. Otherws new. ■ Mag & Game. Moderate complexity, tactical level game of 2 of the Duke of Marlborough's key battles, Ramillies & Malplaquet, during the War of Spanish Succession. These battles marked the emergence of infantry as a shock weapon via the bayonet. 225yd/hex, 1-3k men/unit. R.Berg'09 / ARTICLES ON: Marlborough's victories in the War of Spanish Succession, 1704-8; the Battle of Britain, 1940; Operation Anaconda & the hunt for Osama bin Ladin; book reviews, & lots of ads.	n	<u><New</u>	\$17.50	\$16.50
88424	Marlborough's Btls, Ramillies etc #256 (w/Mag) Single crease along spine on mag cover due to improper storage. Otherws new. ■ Mag & Game. Moderate complexity, tactical level game of 2 of the Duke of Marlborough's key battles, Ramillies & Malplaquet, during the War of Spanish Succession. These battles marked the emergence of infantry as a shock weapon via the bayonet. 225yd/hex, 1-3k men/unit. R.Berg'09 / ARTICLES ON: Marlborough's victories in the War of Spanish Succession, 1704-8; the Battle of Britain, 1940; Operation Anaconda & the hunt for Osama bin Ladin; book reviews, & lots of ads.	n	<u><New</u>	\$18.00	\$16.00
88426	Marlborough's Btls, Ramillies etc #256 (w/Mag) Crease near spine on mag cover due to poor storage. ■ Mag & Game. Moderate complexity, tactical level game of 2 of the Duke of Marlborough's key battles, Ramillies & Malplaquet, during the War of Spanish Succession. These battles marked the emergence of infantry as a shock weapon via the bayonet. 225yd/hex, 1-3k men/unit. R.Berg'09 / ARTICLES ON: Marlborough's victories in the War of Spanish Succession, 1704-8; the Battle of Britain, 1940; Operation Anaconda & the hunt for Osama bin Ladin; book reviews, & lots of ads.	n	<u><New</u>	\$18.00	\$16.00
97474	Objective, Tunis #140 (w/Mag) 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 lvi, 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.	n	<u>Mint</u> Out Of Print	\$14.00	\$5.00
72425	Old Contemptibles, Battle of Mons #228 (w/Mag) 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.	n	<u>New</u> Out Of Print	\$20.00	\$17.50

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96733	Operation Felix/Zama #153 (w/Mag) 2" spill/stain impacting 3 mag pages; mag cover scuffed. Unpunched. ■ Mag & 2Games. Includes 2 separate games: Operation Felix is the hypothetical German assault on Gibraltar, 1940, after the fall of France & with Spain's acquiescence. 250m/hex, company level, 2hrs/turn. C.Cummings'92. ZAMA covers Carthage's final battle with Rome during the 2nd Punic War using the simple, tactical lvl Ancient Btl's game system. 100-200m/hex, 100-500men/strength pt, 1-2hrs/turn. L.Baggett, W.Grace'92. 100 counters for each game. / ARTICLES ON: Zama, the final, decisive battle of the Second Punic War, 202BC; Hypothetical German Assault on Gibraltar; B-17 Production in WW2; Financing the War in Texas, 1835-66; Military Organization in 1914; US Enemy Alien Act in WW2; ERRATA for Four Battles of the Ancient World & Friedland #151, Vittoria #151, Italian Campaign Salerno #150, Cropredy Bridge #148; British Regimental System since 1660; HC Bywater & the Great Pacific War; Intelligence Operations During the Napoleonic Wars.	n	<u>Mint</u>	Out Of Print	\$15.00 \$9.00
104286	Operation Shock Troops, Drv Damascus#168 (w/Mag) Moisture stain affecting 1/4" margin of innermost rules page (only). ■ Mag & Game. Btl'n-level game of the decisive Israeli counterattack on the Golan Heights, Oct 1973, that flanked Syrian forces & brought the Israeli's within selling distance of Damascus, thus ending the Yom Kippur War. 240 counters, 1.5mi/hex, 1-2days/turn, co/btl'n level. P.Moore'94 / ARTICLES ON: Operation Shock Troop, the Drive on Damascus, Oct. 1973; Israeli Defense Doctrine & Tactics; Mitla Pass, Sinai 1956; Intelligence & the Battle of Coral Sea, 1942; American Propaganda during the Revolutionary War; ERRATA for Savage Station & Olustee #166, Caesar in Gallia #165, Balkan Wars #164; Mogadishu Ambush, 1993; Japanese Heavy Armor Tanks in WWII; US Army's Oldest Regiment; the Messerschmitt ME-109z; Operation Micki Maus; China's View of its Current Chief Enemy; the Rocket Propelled Grenade; Coming Revolt in Kosovo; Planning an Air War in Bosnia; Intelligence Ops in the American Civil War; ERRATA for Caesar in Gallia #165, Balkan Wars #164, Successors #161, Red Sun Red Star #158.	n	<u>Mint</u>	Out Of Print	\$39.00 \$32.50
97017	Over the Top: Mons & the Marne 1914 #186 (w/Mag) 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.	n	<u>Mint</u>	Out Of Print	\$42.00 \$29.00
64269	Rough & Ready #212 (w/Mag) 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.	n	<u>New</u>	Out Of Print	\$20.00 \$17.50
64494	Seven Years World War #221 (w/Mag) 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	n	<u>New</u>	Out Of Print	\$32.00 \$29.00
98259	Vinegar Joe's War #227 (w/Mag) Cherry. ■ Mag & Game. Game of the struggle for SE Asia, Hanoi to Singapore to Calcutta, 1941-5, w/ land, air & sea units. Quarterly turns, brig/div level land units, 2 scenarios plus campaign. J.Miranda'05 / ARTICLES ON: the Flying Tigers in WW2; WW2 in Southeast Asia, 1941-45; War of Jenkins' Ear between Britain & Spain, 1739; Benedict Arnold; More on the Maginot Line; Famous 50 US Destroyers; Gulf War II OoB, March 2003; Armies of the Great East Asian War, 1942-45; Japanese Navy's Army, Special Naval Landing Forces & Construction Units.	n	<u>Mint</u>	Out Of Print	\$39.00 \$35.00
Decision Gms Modern War M (Dec MW)		http://www.decisiongames.com			
106009	Next War in Lebanon #13 (w/Mag) 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.	n	<u>New</u>	Out Of Print	\$22.50 \$18.00
103610	Somali Pirates # 3 (w/Mag) 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.	n	<u>New</u>	Out Of Print	\$22.50 \$20.00
Decision Gms World at War (DecWaW)		http://www.decisiongames.com			

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90268	Arriba Espana! 4th # 8 (w/Mag)	n	<u><New</u>	\$19.00	\$16.00
	Mag cover folded vertically near spine due to poor storage; basically just a mild crease. Otherws new, unpunched, clean. ■ Mag & Game. Includes 16 variant counters for Barbarossa #1 (Command mag). 4th edition of this now-enlarged game of the Spanish Civil War, 1936-9, played on an area-move map of Spain, w/ 280 die cut color counters. A decent, playable game of this bitter civil war. Brig/div level, 3mo/turn. B.Train'09 ARTICLES ON: Strategic analysis of the Spanish Civil War; Patton's raid on Hammelburg; CCB, 10th Armor US, savior of Bastogne; T-34 tank crew & layout; CMD Barbarossa #1 variant; Longest Day & Patton movies as history; 4 chaplains 1943; Rubber in WWII US; Japan's oilers & tankers in WWII; Slovakia in WWII; Soviet army's organization at the start of WWII.				
90248	Greek Tragedy, Italian Inv of Greece # 7 (w/Mag)	n	<u>New</u>	\$20.00	\$17.00
	Mag & Game. Update of this game of the disasterous 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.				
103516	Green Hell, Burma 1943-4 # 28 (w/Mag)	n	<u>New</u>	\$22.50	\$15.00
	Mag & game. Includes errata/variant counters for: DMZ (20); F&M series game (20); Saipan (40); Crusader (1); Musket & Saber series markers (26); Leipzig (9); Showdown (1). Simpler folio-style game showing two portions of the war in Burma 1943-4. Op Thursday depicts the British 6-brigade gliderborne assault in March 1944 to support the allied offensive toward Myitkyina. Battle of the Admin Box depicts the defense of the Indian 7th Inf HQs against the Japanese infiltration near Sinzweya in India. E.Harvey'13 / ARTICLES ON: Green Hell, Battle for Burma; the air & sea siege of Malta in WWII; the naval war on Lake Ladoga during the siege of Leningrad; Oil: strategic bombing panacea in WW2; Ugly, slow, low & lethal: the JU-87 Stuka; destroying the defense of the Italian island of Pantelleria by air, 1943; Skalski & the Polish Fighting team; first capitalship action of WW2.				
94806	Leningrad '41 #17 (w/Mag)	n	<u>New</u>	\$22.50	\$20.00
	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, btlm/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.				
102837	Pacific Battles, Nomonhan, 1939 # 32 (w/Mag)	n	<u>New</u>	\$22.50	\$19.00
	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.				
94443	Soft Underbelly, Southern Italy 1943 #15 (w/Mag)	n	<u><New</u>	\$21.00	\$19.00
	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				
117408	Zhukov's War #50 (w/Mag)	n	<u>New</u>	\$45.00	\$39.00
	Mag & game, special issue. Large game of the decisive period of the War in the East during WWII, July 1942-July 1943. Played at the division/army level and covering nearly all of European USSR, the game covers several key offensives that decided the war. Activation chits determine which side is active, and they can then either move & fight or fight then move. Game can end at any of three times (at the end of each of the three major offensives that occurred). 2 maps, 352 counters, 20mi/hex, 1mo/turn. T.Bomba'16 / ARTICLES ON: Zhukov's War, from Stalingrad to Kursk on the Eastern Front; Japanese Zeros versus American Heavy Bombers; Slovak Uprising against Germany, 1944; the U-Boat War in 1943; Airpower Theories, Proven & Disproven; Japanese AA in the Pacific War; German Early War Eneginer & Amphibious vehicles; US 34th Nation Guard Div in WWII.				

Eagle Games (EGL)

<http://www.eaglegames.net>

111766	Age of Mythology, the Boardgame	LB	<u>Mint</u>	Out Of Print	\$55.00	\$35.00
	Several minor creases on box edges due to game's heft; components unpunched & very clean. ■ Port of the very popular PC game to a board game. 2-4 players gather resources to build armies of plastic minis composed of warriors, priests, heros & mythical creatures to do battle with each other thru 5 historical epochs. Basic, std & adv rules. Faster playing (~2 hrs), 300 colorful & large minis, and simpler rules make for a colorful beginner's game.'03					

Excalibre Games (Excal)

<http://www.Excalibregames.com>

124348	Ironclads, 2nd	BC	<u><New</u>	Out Of Print	\$35.00	\$32.50
	Very slight corner ding causing sml convex ripple. Otherws new & shrinkwrapped. ■ Graphic update & minor rewrite of this classic game of ship-ship combat during Am Civil War. 45 ship types, plus individual forts. Detailed yet fun to play. '93					
124349	Ironclads, 2nd: Expansion, 2nd	BC	<u><New</u>	Out Of Print	\$32.00	\$32.50
	Sml crease on box cover extending from one corner. Otherws new & shrinkwrapped. ■ Adds 300 counters, adv CRT, 88 ships & 2 forts for US, Confed, European & S.American navies from the Civ War era. Adds land unit interaction. '93					
109754	To the Green Fields Beyond 2nd	BC	<u><New</u>		\$35.00	\$32.50
	New but not shrinkwrapped, with some lite, isolated scuffs on box btm. ■ Reprint of this RECOMMENDED game of the late 1917 Allied offensive using tanks that broke the German lines & the German counterattack that sent the allies reeling. 1250yd/hex, 24hrs/turn, 420 counters. One of best WW-I games ever. Awarded best 20th Century Game in '78. HIGHLY RECOMMENDED. '04					

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 Condtn	Out of Print ?	Our Normal Cash-Basis Price	Clearance Sale Price Thru Noon 11/27/2017
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Fantasy Flight Games (FFG)

<http://www.rpg.net/ffg>

101722	Disk Wars: Sampler 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.	zl	<u>Mint</u> Out Of Print	\$2.00	\$0.01
125109	Star Wars Imperial Assault: SkywalkerKIT Miniature kit containing a Luke Skywalker miniature, plus deployment, mission, skirmish & command cards.	SC	<u>New</u>	\$6.00	\$4.00
125108	Star Wars X-Wing: HWK 290 Miniature Miniature kit containing one HWK-290 Hawk Light Starfighter plus 12 cards, 18 tokens etc. '15	SC	<u>New</u>	\$9.00	\$5.00

FASA Corp. (FASA)

122953	Shadowrun Role Playing Game 2 sml edge tears on rear cover, otherws mint. ■ Basic rules set for this role playing game set in the future with a blending of magic, machine and technology. Implants into the human body revive dormant abilities, and ancient forms of magical beings are one result. In a corporate world, shadowrunners are called upon to do secret & dirty deeds using their special abilities. '89	Bk	<u>Excel</u> Out Of Print	\$15.00	\$12.50
85779	Whirlwind 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	BC	<u>Excel</u> Out Of Print	\$10.00	\$5.00

Fat Messiah Games (FatMes)

<http://www.fatmessiahgames.com>

99987	Shapeshifters, 3rd [10th Anniv Edi] 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	Fo	<u>New</u>	\$9.00	\$6.00
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Fiery Dragon Productions (Fiery)

83902	Autumn Mist, the Battle of the Bulge 3rd Reprinted 3rd ed. Game of the Battle of the Bulge, 1944, with 280 counters. Simpler design. '08	SB	<u>New</u> Out Of Print	\$20.00	\$17.50
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Fire Fight Games (FireFi)

80973	Kahovka, Wrangel's Kursk Oct. 14 1920 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	zl	<u>New</u> Out Of Print	\$16.00	\$13.00
85085	Pare Los Facists! [Stop the Facists] 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	n	<u>New</u> Out Of Print	\$16.00	\$13.00

Game Publicatns GAME FIX (GPGGFx)

91069	Among Nations #9 (w/Mag) Mag & game. Simpler, colorful 3-6 player game of horsetrading among nations. Players try to further their own agenda while hindering that of other players. Cards must be cut out prior to play. D.Verssen'95 / Articles on industry news; strategy in Among Nations; interview with Richard Dengel, designer; Van Dorn's Raid at Holly Springs, Dec 1862, scenario for Rebel Yell; optional rules for Ancients; state of the hobby by Jack Greene.	n	<u>Mint</u> Out Of Print	\$8.00	\$4.00
22929	Among Nations #9 (w/Mag) Mag & game. Simpler, colorful 3-6 player game of horsetrading among nations. Players try to further their own agenda while hindering that of other players. Cards must be cut out prior to play. D.Verssen'95 / Articles on industry news; strategy in Among Nations; interview with Richard Dengel, designer; Van Dorn's Raid at Holly Springs, Dec 1862, scenario for Rebel Yell; optional rules for Ancients; state of the hobby by Jack Greene.	n	<u>New</u> Out Of Print	\$9.00	\$5.00

Game Theory & Design (GTD)

112222	Napoleon's Peninsula Campaign 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	BC	<u>VeryGd</u> Out Of Print	\$22.00	\$19.00
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Gamers (% MMP) (Gamers)

<http://www.multimanpublishing.com>

www.FineGames.com/eoy_clear.htm

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109975	April's Harvest, Battle of Shiloh Complete & clean. Includes 12 variant/errata counters. One side panel mildly sun faded. ■ Game of the battle of Shiloh, April '62, the 9th in the Gamers' Civil War Brigade series. Confederate forces under Johnston surprise Grant's scattered & ill-prepared forces just west of the Mississippi in southern Tennessee. Initially successful, the heavily wooded area & the confused battle make command control difficult, and Grant's arrival with reinforcements saves the day & eventually turns the Confeds back. Includes 2nd ed series rules, 280 counters, 4 scenarios. A.Wambold'95	BC	Excel	Out Of Print	\$19.00 \$15.00
120099	April's Harvest, Battle of Shiloh Game of the battle of Shiloh, April '62, the 9th in the Gamers' Civil War Brigade series. Confederate forces under Johnston surprise Grant's scattered & ill-prepared forces just west of the Mississippi in southern Tennessee. Initially successful, the heavily wooded area & the confused battle make command control difficult, and Grant's arrival with reinforcements saves the day & eventually turns the Confeds back. Includes 2nd ed series rules, 280 counters, 4 scenarios. A.Wambold'95	BC	New	Out Of Print	\$24.00 \$20.00
109061	Black Wednesday V.clean, unpunched/unused. ■ Large gm of the defense of the elite Spanish Blue division against a Soviet combined arms offensive to intended to enlarge the narrow supply line to Leningrad in early 1943. Massive bombardments precede wave attacks against entrenched Spanish forces. 7th game in the detailed TCS Tactical Combat System. Includes 3rd ed series rules, 2 maps, 1040 counters, 8 scenarios. D.Friedrichs'95	BC	Mint	Out Of Print	\$32.00 \$27.50
122067	Black Wednesday 2 maps professionally laminated & must ship separately. Counter corners lively & v.neatly clipped. ■ Large gm of the defense of the elite Spanish Blue division against a Soviet combined arms offensive to intended to enlarge the narrow supply line to Leningrad in early 1943. Massive bombardments precede wave attacks against entrenched Spanish forces. 7th game in the detailed TCS Tactical Combat System. Includes 3rd ed series rules, 2 maps, 1040 counters, 8 scenarios. D.Friedrichs'95	BC	Excel	Out Of Print	\$45.00 \$25.00
108558	Black Wednesday Large gm of the defense of the elite Spanish Blue division against a Soviet combined arms offensive to intended to enlarge the narrow supply line to Leningrad in early 1943. Massive bombardments precede wave attacks against entrenched Spanish forces. 7th game in the detailed TCS Tactical Combat System. Includes 3rd ed series rules, 2 maps, 1040 counters, 8 scenarios. D.Friedrichs'95	BC	New	Out Of Print	\$34.00 \$30.00
123347	Champion Hill, Road to Vicksburg 10th gm in the Gamers' Civil War Brigade series. Covers the Confederate defeat in May 1863 in rough terrain outside Vicksburg as the Confeds sortie to deal w/ Grant who is operating in their rear. W/ variants covering addtl reinforcements, earlier starts, not splitting up Confederate forces, arrival of Johnson's relief force. 2nd ed series rules, 1 map, 280 counters, 5 scenarios. K.Jacobson'96	BC	New	Out Of Print	\$23.50 \$20.00
65249	Gamers Repl Counters 1992 Repl counters (only) for ITQF 2nd (1), BRS (16), Bloody 110 (1), Obj Schmidt (1) FEW (2), Omaha (56) Stalingrad Pocket (18), Guderian's Blitz 1st (42), EAW (2), BV (1). Total 140. '92	n	New	Out Of Print	\$9.00 \$7.50
104151	Guderian's Blitzkrieg 1st 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	\$55.00 \$45.00
109062	In Their Quiet Fields, Antietam 1st 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	\$24.00 \$20.00
123336	In Their Quiet Fields, Antietam 3rd 2nd revision of this tightly tuned, Civil War Brigade series game of the battle of Antietam, Sept 1862, with updated & revised map & counter graphics. Antietam remains the bloodiest day in American history as the outnumbered Confederate army under the genius of RE Lee defeats the Union army. D.Essig'95	BC	New	Out Of Print	\$69.00 \$55.00
109973	In Their Quiet Fields, Antietam 3rd Complete & clean. ■ 2nd revision of this tightly tuned, Civil War Brigade series game of the battle of Antietam, Sept 1862, with updated & revised map & counter graphics. Antietam remains the bloodiest day in American history as the outnumbered Confederate army under the genius of RE Lee defeats the Union army. D.Essig'95	BC	Excel	Out Of Print	\$45.00 \$35.00
123352	Malvern Hill, Battles of Seven Days V.3 w/ v3 std rules. Third in a trilogy using Gamers' ACW system. Covers the action at the end of the 7 Days Campaign during the last week of June 1862, including battles of Freyser's Farm & Malvern Hill. Brig lvl. 3 maps, 280 counters. D.Powell'99	BC	New	Out Of Print	\$45.00 \$32.50
109891	Objective Schmidt 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	\$55.00 \$45.00

Games Research & Design (GRD)

<http://hmsgrd.com>

107207 Damned Die Hard, Philippines '41

FB [<New](#)

~~\$40.00~~

\$36.00

Minor corner deformity at one corner, and a 2" concaved crease extending from two box top corners. Otherws new & shrinkwrapped. ■ Second in the Glory series. Modest sized, detailed game of the Allied defense of the Philippines, 1941-2, at a regt/btl level. 2 smaller scenarios plus 3 campaign scenarios including the historical situation. 840 counters, 2 very nice map equivalents. AE Goodwin, E.Pierce'99

www.FineGames.com/eoy_clear.htm

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Gamescience (GmSci)

121468 Fighter Pilot Mini Rules Deluxe [2nd]

SB Mint Out Of Print

~~\$20.00~~

\$15.00

Packaged in a sml, makeshift box. Includes manifest adding 12 new fighters' characteristics. ■ Repackaging of this miniatures rules set designed for use with micro-mini aircraft on a tabletop, each aircraft being controlled by one player (and 6-8 aircraft recommended for a dogfight). Presents 13 historical, dominant aircraft from World War II in both Europe & the Pacific by Germany, Britain, the US, and Japan. 100ft/square, 1sec/turn. Deluxe version includes original 1976 rules, plus a doublesided mapboard with squares & offset squares, 26 laminated 3/4" counters & sml coversheet. Gary Sipes'81

GMT Games (GMT)

<http://www.gmtgames.com>

120726 1805, Sea of Glory

BC Excel

~~\$19.00~~

\$16.00

All units & blocks present; 6 of 14 spare stickers not included. Otherws complete & very clean. ■ 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 naval forces & successfully challenging the Brits. All ships from 64-guns on up are represented. Fleets are represented by blocks, individual ships & leaders by ordinary counters. P.Fry'09

118742 1805, Sea of Glory

BC <New

~~\$22.50~~

\$20.00

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 naval forces & successfully challenging the Brits. All ships from 64-guns on up are represented. Fleets are represented by blocks, individual ships & leaders by ordinary counters. P.Fry'09

113225 Barbarossa, Kiev to Rostov 1941

BC <New Out Of Print

~~\$57.00~~

\$53.00

Ding to upper box edge making for a 4" concaved lip on cover. Otherws shrinkwrapped & new. ■ Large, complex 4-map 720 counter game of Army Group South's push into the southeastern Ukraine. Uses GMT's East Front series, a good if detailed system by a yeoman designer. Div lvl, with lots of specialized units including NKVD, air, siege artillery, coastal def artillery. Excel graphics thruout. 7 scenarios 4 of which use only 1 map. RECOMMENDED for E.Front fiends. V.von Borries'08

90825 Caesar, Great Btls of ...: Veni Vidi Vici

zl <New

~~\$12.00~~

\$10.00

Rules mildly creased or wrinkled horizontally due to poor storage. Countersheet also bent; individual counters not bent, but overall countersheet has a wave. Otherws new. ■ Mod #3 for Caesar. Adds 2 battles against the Pontines, Nicopolis & Zela, in 48-47bc. Adds rules & 60 counters. Reqs both Caesar & Dictator kit. '99

120536 Conquest of Paradise 2nd

DC New

~~\$39.00~~

\$34.00

2016 2nd edition. ■ Deluxe, 2nd edition upgrade of this 2-4 player, fast playing game of building an empire in the Polynesian triangle. Players explore the ocean around their base island, looking for viable places to colonize. Proper allocation of scarce resources is key to winning. You can acquire warriors, or develop cultural resources. Covers the Pacific from Australia to N.America; includes 316 counters, 72 wooden village markers, 85 cards, and now a deluxe (mounted) map. K.McPartland'16

119245 Genesis, the Late Bronze Age 1700-1200BC

BC New

~~\$47.00~~

\$43.00

1-5 player game of the Late Bronze Age, 1700-1200BC, in what is now Turkey & the Middle East, as ancient civilizations develop their systems of ruling & warfare that haunt us still. Uses the Pax Romana system of point-point movement, but places greater emphasis on trade routes & commercial centers, as well as building the spectacular monuments of the age. Also emphasizes the great personalities that colored each culture. Includes 55 cards, 3 countersheets, 50yrs/turn. R.Berg'15

118502 Labyrinth, War on Terror 3rd

DC <New

~~\$42.50~~

\$37.50

Sml ding to one box cover corner. Otherws new & shrinkwrapped. ■ Third printing. 1-2 player game of the Islamist jihad and what's called the war on terror. Uses a system similar to Twilight Struggle to model the wider ideological struggle around the world thru guerrilla war, regime change, and the range of political, military & economic issues. V.Ruhnke '16

113488 Liberty or Death

DC New Out Of Print

~~\$109.00~~

\$52.00

Last copy of 1st (2016) printing. ■ Game of the American Revolution using the popular COIN Counter-Insurgency game system. For 1-4 players, with multiple factions interacting (British, Rebels, French & Indians). Card-assisted play allows for brilliant actions, rabble-raising, French entry, India raids, blockages, etc. The British initially have the initiative, strength & mobility, but can't be everywhere. The Americans must muster & preserve their strength and pick their battles carefully. Highly suitable to solitaire play. Includes 150 wooden pieces, 110 cards. 1yr/turn. H.Buchanan'16

110990 No Retreat! the Italian Front

DC New

~~\$45.00~~

\$37.50

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

120550 Pensacola 1781

BC Excel

~~\$22.50~~

\$21.00

One corner has a crease along the side panel with consequential creasing of box corner itself. Mild damage, and otherws new & shrinkwrapped. ■ Game of the obscure siege of Pensacola (in what is now Florida in the US) by a Spanish army against a smaller British force with Indian allies. The Spanish must establish positions for siege weaponry, then protect it from raids while it is constructed, and finally execute an effective assault. The Brits must disrupt the Spanish by threatening any of several vulnerabilities. '10

118529 Sekigahara, the Unification of Japan 3rd

DC New

~~\$48.00~~

\$39.00

2016 3rd edition. ■ 2016 Reprint. Simpler block-style game set in 1600 in Japan as each clan attempts to gain dominance over, and thus unify, all of Japan under one Shogun. A 7-week campaign including marshalling armies of dubious loyalty, fight key battles & secure defections from your enemies. 119 blocks, 110 cards, 5000men/block, 3.5days/turn, simpler mechanics. Combat is resolved via card play. M.Simonitch'16

www.FineGames.com/eoy_clear.htm

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119194	Twilight Struggle, Cold War 1945-89 9th 2016 Deluxe (9th) edition reprint. ■ Deluxe edition; 2016 reprint of this immensely popular, 2-player game of the Cold War thru the fall of the Soviet Union, 1945-1989. Covers the secret intrigue as well as the small hot wars in which the USSR & the western allies used hapless proxies to further their ends. 4th ed added revised map now mounted, 6 addtl cards, thicker counters with rounded corners. 7th ed added deluxe mounted map. '16	BC	New	\$39.00	\$34.00
120042	Ukraine '43 1st Cherry. ■ Modest complexity, division level game of the bitter battle for the Ukraine during the Soviet August '43 offensive that followed Kursk. The Soviets initially pierced German lines, and the Germans retreated to the Dnieper River a month later. A battle of attrition bled the Germans white, with the offensive ending with the Soviet capture of Kiev in November. Simpler mechanics using the Ardennes 44 system. 1 map, 280 colorful, div/corp-level counters. 10mi/hex, 5days/turn. Excellent solitaire suitability tho this is a 2-player game. M.Simonitch'00	BC	Out Of Print	\$35.00	\$32.50
99552	Winds of Plunder 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	Out Of Print	\$25.00	\$19.00
GMT C3i Magazine (GMTC3i) http://www.gmtgames.com					
116465	C3i Magazine #21 (w/Mag) Includes Combat Commander dlb-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), Moeuvre (6). DOES NOT INCLUDE inserts for GBOH Spartacus & Simple GBOH, Empire of the Sun cards or another 95 counters. Otherws 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	n	VervGd Out Of Print	\$59.00	\$40.00
104024	C3i Magazine #22 COUNTERSHEET (GameOnly) Countersheet (only) w/ 88 counters: Bulge (3); Men of Iron (51); Empire of the Sun (6); Fields of Fire (28).	n	Mint Out Of Print	\$5.00 Game Only	\$5.00
122966	C3i Magazine #27 (w/Mag) Missing all components for Soviet Dawn game, and all variant/errata counters for Cuba Libre (5), War Galley (4), Flying Colors (16) removed & not included. Remaining counters ununched. All inserts other than Soviet Dawn included. EX condition aside from missing elements noted here. ■ Mag & game & inserts. Another very beefy issues, with game, lots of inserts, & more. w/ Variant/errata counters for: Rds to Moscow (4); Guilford (4); Bloody April (20); Rebel Raiders (20); No Retreat Africa (38); Mr Madisons War (1); Cuba Libre (5); Siege of Alesia (1); SPQR (10); Emp of Sun (4); Andean Abyss (12); GBOH various (18); Iron & Oak (20); Devil's Horseman (15); Chariots of Fire (6); Flying Colors (16). / Includes SOVIET DAWN, a small, fast-playing solitaire game of the Russian Civil War 1918-21, w/ 28 counters & 48 color cards. Player takes the role of the Soviet high command, field each threat the Whites throw your way. D.Leviloff'13 / w/ 2 Combat Commander scenario cards #117-120; SPQR Dertosa 215BC. ARTICLES ON: Designer's & Players Notes for Rebel Raiders, with Optional Rules; Strategy in Combat Commander; Designer discussion of Fire in the Lake; Designer notes & variants for Cuba Libre; How to Put the Fog of War Back Into War; Streamlined Air Combat in Next War Korea; new scenario for Next War Korea; Interview with Jack Greene; Variants with counters for No Retreat North Africa; Japense Strategy in Empire of the Sun, with Supply Rule & Strategic Warfare variant; new scenario for Bloody April; History behind Soviet Dawn; Designer's Notes for Reds!; Dertosa, 215BC scenario for SPQR Deluxe.	n	Excel Out Of Print	\$59.00	\$50.00
GRD's Europa Mag (GRD_Eu)					
46735	Europa MAGAZINE # 32 1x3 inventory label on mag cover. Sml ding on side edge of most pages. Otherws new. Otherws new. ■ ARTICLES ON: Special Units in Europe: 5th Ski Btl'n & Scots Guards; the Brandenburgers (German special forces) w/ OoB; Second Front report; Battle for Kiev, late 1943, as history & as a battle scenario; Soviet Tactical Doctrine in 1943; Origins '93 report; Greek forces in 1940-41; rules court; Exchange. '93	n	<New Out Of Print	\$4.00	\$3.50
Guild of Blades (GldBld) http://www.guildofblades.com					
81733	Empires of History Magazine #1 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	zl	New Out Of Print	\$14.99	\$7.50
114425	War to End All Wars 2nd Boxed Game Revised, 2nd 2001 edition. Includes 126 of 190 plastic unit stands. Box mildly scuffed. Otherws mint. ■ Strategic level, 2-10 player game covering Europe, the Middle East, Africa & N.America -- and the rest of the globe. Three general scenarios of varying historicity, and stand-up counters for up to 10 players. Free-for-all scenario allows each player to for their own allegences. 2 maps, 4pgs of cut-out, stand-up counters per nation. R.Johnson'01	SB	Mint Out Of Print	\$29.00	\$24.00
Heat of Battle (HOB) http://heatofbattlegames.com					
87019	ASL:King of the Hill/Berlin Red Veng ERR 1 page of errata to HOB King of the Hill and Berlin Red Vengeance.	n	New Out Of Print	\$1.00	\$0.25

Heritage Games (Herita)

www.FineGames.com/eoy_clear.htm

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114174 Rules for Wargames, Air Combat Minis

Bk [Excel](#) Out Of Print

~~\$20.00~~

\$15.00

Set of rules for World War II air combat at 1:2000 scale using micro minis with 2sec/turn. System aims to combine a good level of detail together with modest amount of rules for a fast playing system. Leicester Micromodels'77

Hexasim Games (Hexasi)

113117 Spartacus Imperator

BC [New](#)

~~\$37.00~~

\$32.50

Game of each of the 3 Servile (slave) Wars of ancient Rome: Spartacus (73-71BC), Tryphon (104-101BC) & Eunus (139-132BC). In each, the slaves must fan the rebellion quickly & solicit all the enslaved area's help before Rome can assemble its powerful forces. Players can take a very limited number of actions that vary with the season, and balance risks & rewards in exposing their leaders & forces to battle. Victory conditions continually change. Map covers Italy plus Sicily. A rousing game. '11

Hobby Japan TACTICS Magaz (HobJTa)

117519 Tactics Magazine #25 (w/Mag)

n [Mint](#) Out Of Print

~~\$25.00~~

\$19.00

Includes Nap at Waterloo game. Label on rear cover. ■ Mag & game. Includes Nap at Waterloo game, a version of the 3rd editon of this game with an entirely new map. Counters are printed within the mag & must be cut out & mounted to play. Japanese-language magazine, and nearly all text in Japanese. 120pgs. '85

117520 Tactics Magazine #26 (w/Mag)

n [Mint](#) Out Of Print

~~\$25.00~~

\$19.00

Includes Voyage of the Pandora game. Label on front cover. ■ Mag & game. Includes Voyage of the Pandora game solitaire game basically reprinted from the SPI version. Counters are printed in magazine, and must be cut out & mounted to play. Also includes a mini-game of the Finnish attack on Leningrad drawn from Fire in the East. 120pg Japanese-language magazine; nearly all text in Japanes. '86

Inner City Games Design (InnerC)

86002 Space War!

zl [New](#) Out Of Print

~~\$5.00~~

\$2.50

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

Johansen, Stan, Miniature (Johans)

113805 Gunship 2000 Minis Rules

n [Mint](#) Out Of Print

~~\$15.00~~

\$10.00

Compact, simpler miniatures rules set designed as a reason for publisher's miniatures line to exist. Simple rules for tactical combat among futuristic terrestrial armored fighting vehicles & infantry. Akin to Ogre. Can be used either on a tabletop or on a hex map.

John N. Hansen Co., Inc. (Hansen)

<http://www.johnhansenco.com>

83953 Time, the Game

BC [Excel](#) Out Of Print

~~\$5.00~~

\$1.00

Trivia game emphasizing Time magazine theme w/ people, places, events, sports, arts & the world from the 1920s-80s. W/ 8000 questions. '83

Journeyman Press (Journy)

<http://www.journeymanpress.com>

124700 Zombies!!!: Promo Card

n [New](#) Out Of Print

~~\$1.00~~

\$0.25

We're Not Going to Take It promo card. ■ We're Not Going to Take It promo card.

Khepera Games (Kheper)

111770 1000 Drinking Games

SB [Excel](#) Out Of Print

~~\$10.00~~

\$4.00

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.

111769 What the F*ck?, Skanky Verson

SB [Excel](#) Out Of Print

~~\$12.50~~

\$4.00

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 bawdy. Includes 2 booklets of questions, 3 dice, 12 A/B coins (use quarters if you have more than 12 people). '10

Legion Wargames (Legion)

<http://www.LegionWargames.com>

116738 Quatre Batailles en Espagne

BC [New](#)

~~\$69.00~~

\$59.00

Game covering 4 key battles fought in Iberia between 1809-13 as the French struggled to conquer and later simply to hold onto Spain. Covers Vittoria, 1813; Ocana, 1809; Salamanca, 1812; and Sorauren, 1813. Rgt level, 250m/hex, 30min/turn. This is the 4th game in the Vive l'Empereur series (the other having covered a total of 7 battles in central Europe). D.Rouy'15

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120051	Slouch Hats & Eggshells 2" crease along box btm edge, otherws cherry. ■ Game covering the de Gaulle-inspired, Allied invasion of Vichy Palestine in 1941. The Allies expected a bloodless cakewalk but the Vichy forces resisted fiercely. Designed to facilitate mating with L2D's Rommel's War 2nd. 200 counters. V.von Borries'12	BC	Mint	\$35.00	\$32.50
Lock 'n Load Publishing (LocknL) http://www.LocknLoadGame.com					
101539	Band of Heroes: Battle Pack Alpha Kit 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	New Out Of Print	\$14.00	\$10.00
98317	Band of Heroes: Dark July Kit 2nd Slimmed down, 2nd ed kit for Band of Heroes using the Lock 'n Load system. Depicts tactical combat on the Eastern front during the battle of Kursk (Prochorovak). Includes a single piece paper historical map, 85 counters, 6 scenarios. Reqs Band of Heroes & Not One Step Back to play. '12	zl	New	\$37.50	\$32.50
Looney Lab (Loo) http://www.looneylabs.com					
106675	Choose One: 7-Card Promo Booster Pack 7 new cards for Choose One, a party game of predicting your friends' choice among many interesting, dichotomous choices. '13	n	New Out Of Print	\$2.00	\$1.00
125111	Doctor Who Fluxx Card Game Demo deck. ■ Fast-playing family card game for up to 6 players that integrates the themes of the Doctor Who show with the basic Fluxx game. The rules change, the good Doctor changes, as does some of his companions. This version includes creepers & surprise cards. '17	SB	New	\$15.00	\$9.00
105958	Fluxx: Regular Show Future Promo Booster Opened for inspection, otherws new. ■ 7 card promotional booster pack. '14	n	New Out Of Print	\$2.00	\$1.00
109216	Fruitcake Fun Pack Booster Booster pack of 8 cards. Includes Fluxx Fruitcake Creeper, Chrononauts Great Cake, Choose One Fruitcake or Nog, and Loonacy Fruitcake (5). '14	n	New Out Of Print	\$1.00	\$0.25
113857	Mad Libs, The Game New, shrinkwrapped copy with DEMO COPY label on box cover. ■ Card game in which players play word cards to complete a sentence card in either an appropriate or most inappropriate way. The game has been in circulation since 1958, reprinted here by Looney. '16	SC	New	\$13.00	\$9.00
104014	Mammoth Fun Pack Promotional kit containing 1 add-on card for each of 4 Looney games (4 cards total): Chronoauts (Live Wooly Mammoth artifact); Fluxx Board Game (Scramble Colors); Fluxx (Angry Mob); Choose One (Fluxx or Pyramids). '13	n	New Out Of Print	\$1.00	\$0.25
125110	NanoFictionary Card Game 2nd Demo deck. ■ Reprint. 3-6 Players build a short story into a series of cards using character, setting & wacky action cards. Vote on the best story for points. For 3-6 players, fast playing. '17	SB	New	\$11.00	\$5.00
123572	Stoner Loonacy Card Game Simple card matching game with a very mildly adult theme. Players must match their cards with either of 2 cards in the draw piles, discarding if first to match. First player to empty their hand wins. Card illustrations taken from Stoner Fluxx. '17	SC	New	\$10.00	\$5.00
113856	Ugly Doll Loonacy 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	New	\$10.00	\$5.00
Ludifolie Editions (Ludifo)					
102096	Normandy 1944, Bloody Summer [2nd] Revision of earlier Normandie 1944 game from Vae Victis #27, with new mechanics & revised OoB (with twice as many units), plus air support units, and a second map extending the game to Paris and covering the D-Day landings thru August 1944. Regt/div level, 1week/turn, 6km/hex, complex, 2 scenarios (Cherbourg & Goodwood/Cobra) plus campaign. E.Teng'13	zl	New	\$32.50	\$28.00
Magic & Tactics, Unlimitd (MTU)					
101710	Gangsters, Gun Molls & G-Men Mild, concaved crease along one box edge on top & btm of box. ■ Simpler, 2-5 player game of famous bank-robbing gangs from the American mid-30s. Gangs such as Bonnie & Clyde, Dillinger, Ma Barker, Pretty Boy Floyd, St. Paul Gang, Pierpolt Gang must escape & recruit from jail, gather tools of the trade, execute heists, bribe officials, avoid & resolve busts & shootouts, all to collect the most \$ to win. EJ Olsrud'95	SB	Excel Out Of Print	\$15.00	\$12.00
Majestic 12 Games (Maj12G)					
85402	Powersled Circuit 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	<New Out Of Print	\$15.00	\$5.00

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Mantic Entertainment Ltd. (MGE)

95747	Kings of War: Undead Ghouls Promo Kit 2 sprues of plastic ghouls as a promo for this game of fantasy minis combat. 2pcs loose. ■ 2 sprues of plastic ghouls as a promo for this game of fantasy minis combat. 2pcs loose.	n	New	Out Of Print	\$2.00	\$0.25
124685	Walking Dead All Out War Promo Mini Zombie Walker mini with stats card, only. ■ Zombie Walker mini with stats card, only.	n	New	Out Of Print	\$1.00	\$0.50
124686	Walking Dead All Out War Promo Mini Zombie Walker mini with stats card, only. ■ Zombie Walker mini with stats card, only.	n	New	Out Of Print	\$1.00	\$0.50

Mayfair Games (Mayfr)

<http://www.coolgames.com>

106670	Mayfair Promo Expansion Set #13 Countersheet w/ 24 counters as variants for Villany (20) & Lords of Vegas (4). Includes instructions taken from magazine in which this appeared. '14	n	New	Out Of Print	\$8.00	\$5.00
109221	Mayfair Promo Expansion Set #15 Promotional variant kit w/ die cut counters for two games, Steam (5 Demanding Suppliers) & Asgard's Chosen (3 Glacier tiles). Includes 1pg of brief rules torn from an industry mag in which this appeared. '15	n	New	Out Of Print	\$6.00	\$4.00
109225	Mayfair Promo Expansion Set #17 Promotional variant kit with die cut counters for a Settlers of Catan variant used in the Berlin 2014 world championship tournament. Can be used with the base game, Seafarers or Cities & Knights (with or without the 6 player expansions). Includes 2 Berlin tiles & a 2-piece Berlin Bear plus 1 pg of rules torn from an industry publication in which this was published. '15	n	New	Out Of Print	\$6.00	\$3.00
109762	Mayfair Promo Expansion Set #18 Promotional variant kit with die cut counters for two games: Flea Market (16) & Giza (4), together w/ 1pg of rules torn from a trade publication in which this was published. '15	n	New	Out Of Print	\$6.00	\$4.00
113867	Nuns on the Run: BLIND MONK PROMO 2-5 player scenario w/ 6 cutout counters printed on a Xmas card. ■ 2-5 player scenario w/ 6 cutout counters printed on a Xmas card.	n	New	Out Of Print	\$3.00	\$1.00
125114	Star Trek Five Year Mission: Promo Tile Additional player tile (allowing 8 players) distributed as a promo. Includes Yeoman Janic Rand & Ensign Wesley Crusher. ■ Additional player tile (allowing 8 players) distributed as a promo. Includes Yeoman Janic Rand & Ensign Wesley Crusher.	n	New	Out Of Print	\$2.00	\$1.00
96079	Test of Fire, First Bull Run 1861 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	New	Out Of Print	\$18.00	\$15.00

Medallion Games (Medall)

98693	Echelons of Fire BUNDLE 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	Excel	Out Of Print	\$15.00	\$10.00
98694	Echelons of Fury BUNDLE 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	Excel	Out Of Print	\$15.00	\$10.00

MicroGame Design Group (MDG)

<http://www.microgamedesigngroup.ca>

61240	Operation Whirlwind 1st Small game of the resistance to the Soviet occupation of Hungary in 1956. Focuses on the street fighting within Budapest against massive Soviet forces (w/ hypothetical US intervention). Victory determined based on how much carnage results. B.Train'02	Fo	New	Out Of Print	\$10.00	\$8.00
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Milton-Bradley (Milton)

97615	Clue, Simpsons 2nd 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	Mint	Out Of Print	\$15.00	\$10.00
74460	Password 22nd 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	VeryGd	Out Of Print	\$2.50	\$1.00

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Mings Enterprises (Ming)

101077	Texas Revolution, 3rd	LB	New	Out Of Print	\$29.00	\$25.00
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						

Miscellaneous MAG Publshr (MiscMg)

88561	Conan the Barbarian COMIC BOOK # 98	n	Excel	Out Of Print	\$1.00	\$0.25
Minor dogear on rear cover, otherws clean. ■ Comic book, v1 #98 (May '79) edition.						
89674	World War II Magazine Nov'94	n	Excel	Out Of Print	\$3.00	\$0.25
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						

Miscellaneous Publishers (Misc)

89101	Dice, d6 1" Oversized	n	Mint	Out Of Print	\$0.75	\$0.25
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.						
124714	Domain Promo Card Set (3)	n	New	Out Of Print	\$1.00	\$0.25
Set of 3 cards: Coliseum, Jousting Field, Ullamalizatli Court. ■ Set of 3 cards: Coliseum, Jousting Field, Ullamalizatli Court.						
79650	Floquil 5/0 Precision Paint Brush/Liner	n	Mint	Out Of Print	\$1.00	\$0.25
Unused painting brush designed for detail work. Floquil #688350 w/ long thin brush.						
114181	Hex Map Board, 19mm Short & Long Grain	n	Excel	Out Of Print	\$2.75	\$2.00
Some yellowing around margins. ■ Full sized hex map printed 19mm hexes, and short & long grain on either side, and hex number in center of hex.						
124702	Pathfinder: Promo Card Set (2)	n	New	Out Of Print	\$1.00	\$0.25
2 card set with Valais Durant & Blessing of khepri. ■ 2 card set with Valais Durant & Blessing of khepri.						
113868	SL: Squad Leader: TOURNEMENT SCENARIOS	n	VervGd	Out Of Print	\$2.00	\$1.00
Set of 3 typewritten, photocopied tourenment SL scenarios authored by Bryan J Bullinger on 3 pages doublesided. Pages have been folded. ■ Set of 3 typewritten, photocopied tourenment SL scenarios authored by Bryan J Bullinger on 3 pages doublesided.						
71980	Star Wars Episode III CCG Sample Pack	n	New	Out Of Print	\$0.25	\$0.01
Sample pack containing about 8 cards from the Revenge of the Sith set. '05 ■ Sample pack containing about 8 cards from the Revenge of the Sith set. '05						
125116	Warlock Miniature	n	New	Out Of Print	\$2.00	\$1.00
1.5" green plastic mini of a male magician or warlock casting a spell with one hand while reading from a large book in the other.						

Mongoose Publishing (Mongoose)

<http://www.MongoosePublishing.com>

119473	Legend RPG: Spider God's Bride Adventure	Bk	New	Out Of Print	\$15.00	\$10.00
Adventure booklet containing 12 fantasy role playing adventures for Mongoose's Legend game series. This series present rules for classic, pulp-fiction style scenarios in the footsteps of authors such as Robert Hower & Clark Ashton Smith. Requires core rulebook to play. Softbound, 250pgs.						

Multi-Man Publishing, (MMP)

<http://www.advancedsquadleader.com>

120398	Angola 2nd	BC	New	Out Of Print	\$62.00	\$56.00
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						
109883	Bloody Ridge	n	Excel	Out Of Print	\$29.00	\$25.00
No box or die. Counter set punched & complete; all counters neatly clipped. Series rules & charts provided as a clean color laser printer copy. Otherws EX. ■ No box or die. Low density game of the battle for Guadalcanal using the Tactical Combat System. 280 counters and one historical map depicting the climactic battle for a key geographic feature on Guadalcanal, 12-14 Sept.'1942. Designed by an authority on the battle for the island. M.Smith'05						
123387	Bloody Ridge	BC	New	Out Of Print	\$45.00	\$35.00
Low density game of the battle for Guadalcanal using the Tactical Combat System. 280 counters and one historical map depicting the climactic battle for a key geographic feature on Guadalcanal, 12-14 Sept.'1942. Designed by an authority on the battle for the island. M.Smith'05						

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121610	Bloody Ridge Complete. Counter corners litely & v.neatly trimmed. Very clean. ■ Low density game of the battle for Guadalcanal using the Tactical Combat System. 280 counters and one historical map depicting the climactic battle for a key geographic feature on Guadalcanal, 12-14 Sept.'1942. Designed by an authority on the battle for the island. M.Smith'05	BC	Excel	Out Of Print	\$35.00	\$29.00
123403	Canadian Crucible, Fortress at Norrey Game using the Tactical Combat System. Depicts the Canadian forces' defense shortly after D-Day against a counterattack led by the grenadiers of the 12th SS Panzer in the First Battle for Caen. Canadians must defend their ground at all costs lest the D-Day time schedule be disrupted. 1 map, 560 counters, 8 scenarios + campaign. D.Essig'13	BC	New	Out Of Print	\$75.00	\$59.00
122062	GD'42 Complete. Counters litely & v.neatly clipped. ■ Tac Combat Series (v4) game of the Nov'42 battle in which the German Gross Deutschland div is committed as a reserve to stem an offensive by the Soviet 238th Rifle backed by the 3rd Mech Corp in the Luchessa Valley. A bitter battle ensued that threatened the GD's existence. Includes 3 maps, 840 counters. W.Graves'09	BC	Excel	Out Of Print	\$70.00	\$55.00
116226	GD'42 Last copy. ■ Tac Combat Series (v4) game of the Nov'42 battle in which the German Gross Deutschland div is committed as a reserve to stem an offensive by the Soviet 238th Rifle backed by the 3rd Mech Corp in the Luchessa Valley. A bitter battle ensued that threatened the GD's existence. Includes 3 maps, 840 counters. W.Graves'09	BC	New	Out Of Print	\$70.00	\$59.00
118480	Greatest Day, Battle for Normandy v.1 First of a planned 3 game set to cover all of the Normandy landings. Large game using the Grand Tactical Game series (ala Devil's Cauldron & Where Eagles Dare) to cover the D-Day landings at Sword, Juno & Gold beaches. Includes 17 scenarios, 16 countersheets, 4 maps (3 dbl-sided) plus 8 map extensions. Big, did we say BIG?, and bulky. A.Starkweather'15		New		\$209.00	\$195.00
123383	Screaming Eagles in Holland Tactical Combat System game system coverage of the defense of the bridges over the Zuid Willems Canal at the town of Veghel by the US 101st airborne, 22-3 Sept. Determined combined arms attacks by the Germans attempted to recapture the key bridges. 840 counters, 4 scenarios, pltn/individual vehicles, 20min/turn, 125yds/hex. N.Roberts, B.Runnicles'02	BC	New	Out Of Print	\$65.00	\$50.00
121589	Screaming Eagles in Holland Very clean & unpunched. ■ Tactical Combat System game system coverage of the defense of the bridges over the Zuid Willems Canal at the town of Veghel by the US 101st airborne, 22-3 Sept. Determined combined arms attacks by the Germans attempted to recapture the key bridges. 840 counters, 4 scenarios, pltn/individual vehicles, 20min/turn, 125yds/hex. N.Roberts, B.Runnicles'02	BC	Mint	Out Of Print	\$55.00	\$45.00
119398	Strike Them a Blow Civil War Brigade series game covering Lee's trap that divided Grant's army, giving Lee a chance to attempt to destroy the Union army in detail along the North Anna River, 1864. Brig level, 2 maps, 560 counters, 200yd/hex. D.Essig'06	BC	New		\$35.00	\$30.00
120569	Victory Lost 2nd 2015 2nd ed. Corner dings to one box corner extending 1/2" onto side & top. ■ Reprint of this simpler game of the massive Soviet offensive in the spring of 1943, after Germans surrendered at Stalingrad. Soviets attack over a 500mi front, but victory was ultimately denied them by von Mainstein's "backhand blow." 280 counters, rgt/div level. Winner of 2007 Intl Gamers Award. 2nd ed apparently has minor rules corrections & a slightly revised box art only. T.Nakamura'15	BC	<New		\$26.00	\$24.00
119406	Warriors of God, Wars England&France 2nd 2015 Reprint of this strategic level game of the intermittant wars between what is now England & France during the late Middle Ages. Simpler mechanics & 2 scenarios (1135-1258 & 1337-1453). Excel solitaire suitability. 210 1" counters. '16	BC	New		\$39.00	\$36.00
Multi-Man OPERATIONS MAG (MMP_Op)		http://www.advancedsqadleader.com				
109769	Special Ops Wargaming Journal # 3 (w/Mag) 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	Mint	Out Of Print	\$26.00	\$18.00
New Infinity Games (NewInf)						
74050	Cyborg Commando: Op BiFrost Kit Adventure scenario booklet for this RPG of the heroic defense of the Earth by half-human, half-machine cyborg commandos. '87	Bk	Mint	Out Of Print	\$6.00	\$2.50
74048	Cyborg Commando: SanFranciso Knights Kit Adventure scenario booklet for this RPG of the heroic defense of the Earth by half-human, half-machine cyborg commandos. '87	Bk	Mint	Out Of Print	\$5.00	\$2.50
Omega Games (Omega)		http://www.OmegaGames.com				
113638	1864, Year of Decision 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 satallite 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	Mint	Out Of Print	\$24.00	\$20.00

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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 11/27/2017
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One Small Step (One)

<http://www.ossgames.com.OSSGamesCart.com>

82172	Crossbones Last copy. ■ Game of pirateering ship-ship combat & trading for 2+ players. M.Anderson'02	n	<u>New</u> Out Of Print	\$11.00	\$7.00
112497	Kandahar, Southern Afghanistan 2008-10 Small 2-3 player game of the conflict in southern Afghanistan, 2008-10. Players represent the struggling Afghan factions contesting the resources of the area. Control of a resources garners victory points as well as further resources. 12 objective card, 140 counters. B.Train'15	Fo	<u>New</u>	\$18.00	\$16.00
117050	Middle Creek, Eastern Kentucky Jan 1862 Folio game of a small battle that largely determined the fate of eastern Kentucky during the American Civil War. A small force under Marshall faced Union forces under a then-unknown future president, James Garfield. After a long, bitter battle, the Confederate's supplies were thin and their army threatening to desert, making for a Union victory. Uses the Rebel Yell system for tactical Civil War combat. 140 counters, small map, company level, 80-100yds/hex. '16	Fo	<u>New</u> Out Of Print	\$21.00	\$15.00
117042	Operation Whirlwind, Budapest Nov 1956 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	Fo	<u>New</u>	\$17.00	\$10.00

One Small Step COUNTERFAC (OneCFC)

<http://www.ossgames.com>

123989	1936, What If? the Rhineland Crisis # 4 (w/Mag) Minor crease on back cover. Otherws new. ■ Mag & Game. Game of the situation in 1936 as Hitler announces the remilitarization of the Rhineland area bordering France. What if the French had intervened at that juncture? Game posits that Germany would fall into civil war, that the Soviets would use the opportunity to invade, and so the French must fight their way to Berlin to install the government of their choosing. 88 counters, 1wk/turn, 40mi/hex. Ty Bombo'17 / ARTICLES ON: The Rhineland Crisis of 1936; What Would Machiavelli Tell the Ukrainians?; Britain, China and Japan's New Aircraft Carriers; Russia's Next-Gen Super-Tank Armada; Terrorism as a Strategy; Accidental Superpower Book Review; SitRep: Russia's New APC, China has won the Battle of the Nine-Dash Line, US Camouflage Uniforms, Lockheed-Martin SR-72, Boeing X-51A Waverider, Growing Israel Dolphi-2 Sub Flotilla, US Army Cheetah Robot, Growing role of Special Forces Around the World.	n	<u><New</u>	\$20.00	\$18.00
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Osprey Military Books (Osprey)

<http://www.OspreyPublishing.com>

123565	Agamemnon Label remnant & residue on box cover; otherws very clean, unused, mint. ■ Abstract game of the contest of two Greek gods at the time of Troy. Players deploy warriors across the board in hopes of influencing the battles described in the Illiad. Gunter Cornett'16	BC	<u>Mint</u>	\$12.00	\$5.00
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Out of the Box Publishing (OutBox)

<http://www.otb-games.com>

87025	Cineplexity Sample Pack Small sampler that demonstrates the basic play of this movie trivia game. Players must name moves that match qualities such as location or actor(ess) on two cards drawn. ■ Small sampler that demonstrates the basic play of this movie trivia game. Players must name moves that match qualities such as location or actor(ess) on two cards drawn.	n	<u>Mint</u> Out Of Print	\$0.25	\$0.01
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Pacific Rim CntrAtk Mag (PacRCA)

<http://www.justplain.com/intro.html>

117293	Lee Invades the North #2 (w/Mag) Rear mag cover has 2 creases. 1/3" margin of chart mildly sun discolored. Few yellowish stains on map margin & chart. ■ 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.	n	<u>Mint</u> Out Of Print	\$15.00	\$12.50
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Pacific Rim JustPlainWGms (PacRim)

<http://www.justplain.com>

122971	Chosin 2nd Grand tactical gm of the Chinese assaults on the surprised Marines near Chosin Resevior, Nov'50. American firepower surpresses things during the day, but the Chinese rule the night. The US forces must retreat in good order during the day, establishing a solid defense before nightfall, day after day. 1 map, 300 counters. 440m/hex, 8hrs/impulse. Lengthy game. T.Carlson'04	HC	<u>New</u>	\$33.00	\$30.00
109780	Troina '43 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	n	<u>Excel</u>	\$12.50	\$8.00

Paizo Publishing (Paizo)

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120089	Kill Doctor Lucky 4th: Ebenezer Promo Card Promotional card for the base game. FREE with any Dr. Lucky purchase.	n	<u>New</u> Out Of Print	\$0.50	\$0.25
Panzerfaust/Campaign MAG (PanzrF)					
106752	Campaign / Panzerfaust Magazine # 73 Mag was damaged in the mail (most likely), with several 2" page tears, a new staple binding at the upper portion near spine, and general mild crinkling. Very clean, just roughed up. ■ Small booklet format. ARTICLES ON: the French War in Algeria; Strategy in 2 southern scenarios of AH 1776; analysis of GDW Drang Nach Osten; German strategy in JEDKO War at Sea; Tactics in CONFLICT Bar-Lev; Designer's notes for EXCAL Ancient Conquest; Game Design, more thoughts on CRTs; brief reviews of: TSR Fight in the Skies 3rd, GDW 1815, STRIF Russo-Japanese War, TUDOR NFL Strategy. '76	n	<u>VervGd</u> Out Of Print	\$7.00	\$5.00
Parker Brothers (Parker)					
111962	Trivial Pursuit Lord of the Rings DVD Ed 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		<u>Excel</u> Out Of Print	\$25.00	\$10.00
Patch Games (Patch)					
74456	TriBond 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		<u>Excel</u> Out Of Print	\$5.00	\$1.00
74457	TriBond Diamond Ed. 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		<u>Excel</u> Out Of Print	\$5.00	\$1.00
Perry Moore (Moore) http://jps.net/~perrya					
113620	Angelschlacht, Vital Ground 2nd Revision & upgrade of this game of a critical counterattack by elements of the 12th SS Panzer against lead elements of the Canadian 9th Brig attacking toward Caen just after D-Day. This counterattack delayed Allied progress nearly a month. P.Moore'05	Fo	<u>Mint</u> Out Of Print	\$14.00	\$12.50
86243	SS Abyss, Hungary 1945 1st 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	Fo	<u>New</u> Out Of Print	\$17.50	\$10.00
Playroom Entertainment (Playro)					
82109	Killer Bunnies: Blue BOOSTER SAMPLE Sample card, "Bunnies of the Caribbean," #12. ■ Single Blue card, distributed as a promotional item.	n	<u>New</u> Out Of Print	\$0.25	\$0.01
95750	Killer Bunnies: Ultimate Odyssey PROMO Promo card: one-only Female Mating Bunny card. ■ Single booster card, distributed as a promotional item.	n	<u>New</u> Out Of Print	\$0.50	\$0.01
POG Unlimited (POGUnl)					
76660	POG Booster Bundle (4) Bundle of 4 identical POG series 1 booster packs, each w/ 5 POGs, 1 slammer, 1 series card.		<u>New</u> Out Of Print	\$0.50	\$0.01
Prism Games (aka TimJim) (TimJim)					
113804	Mystic War 3-8 player game in which players assume roles of aspiring mage apprentices seeking to achieve their secret goal while guessing & preventing others. Fast playing & simple. '92	HC	<u>Mint</u> Out Of Print	\$20.00	\$10.00
78695	Suzerain 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	HC	<u>New</u> Out Of Print	\$20.00	\$15.00
Rand Game Associates (RAND)					

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106945	Hitler's Last Gamble: Btl of the Bulge Missing 1 unit; ID included & apparent. Packaged in a Rand Command Series II BC box. Otherws unpunched, complete & clean. ■ 2nd to the last game published by Rand, this game covers the Battle of the Bulge at the usual scale: 12hrs/turn, rgt/brig level. Unique primarily for using German unit type notation on German counters, a CRT using symbols for results, & flirting with the use of tactical cards in combat resolution. 192 counters. 2 scenarios cover the crucial first 36 hours and the first 8 days. Also includes a Relief of Bastogne solitaire scenario. D.Isby'76	BC	<u>Mint</u>	Out Of Print	\$29.00 \$25.00
Schroeder Publ & Wargamng (SPW) http://web2.airmail.net/spw1					
116685	Der Weltkrieg, Eastern Front Four minor creases on box btm, 3 extending from corners & one on an edge. New & shrinkwrapped. ■ Update & reprint of all the 6 games (previously in 3 packages) covering the Eastern Fronts. Includes six seperate games: Tannenberg, Galicia, Serbia, Gorlic-Tarnow, Brusilov & Transylvanian Gambit. 20km/hex, 4days/turn, brig/div level. 1680 counters, 4 full & 2 half maps. D.Schroeder'13	BC	<u><New</u>	Out Of Print	\$87.00 \$80.00
Schutz Games (Schutz) http://sites.google.com/site/schutzegames					
107996	Eureka Stockade 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.Schutze'08	HC	<u>New</u>	Out Of Print	\$21.00 \$15.00
86175	Fox's Gambit, Battle of Gazala Simpler grand tactical game of the Gazala campaign before Tobruk, May 1942. Btlm/rgt/div level, 1day/turn. P.Rohrbaugh'03	Fo	<u>New</u>	Out Of Print	\$12.00 \$10.00
86189	Illusionary Fortress, Singapore 1942 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.Schutze'08	Fo	<u>New</u>	Out Of Print	\$17.00 \$12.50
102758	Pusan Perimeter, Fire on the Naktong 2nd 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	HC	<u>New</u>	Out Of Print	\$26.00 \$24.00
Score Entertainment (Score) http://www.ScoreEnt.com					
70497	Dragon Booster CCG Demo Deck FIVE avail; price EA. ■ Rules & 13 card demo deck for this collectable card game.	n	<u>New</u>	Out Of Print	\$0.25 \$0.01
70498	Dragon Booster CCG Demo Deck Rules & 13 card demo deck for this collectable card game.	n	<u>New</u>	Out Of Print	\$0.25 \$0.01
70499	Dragon Booster CCG Demo Deck Rules & 13 card demo deck for this collectable card game.	n	<u>New</u>	Out Of Print	\$0.25 \$0.01
70500	Dragon Booster CCG Demo Deck Rules & 13 card demo deck for this collectable card game.	n	<u>New</u>	Out Of Print	\$0.25 \$0.01
70501	Dragon Booster CCG Demo Deck Rules & 13 card demo deck for this collectable card game.	n	<u>New</u>	Out Of Print	\$0.25 \$0.01
Simmons Games (Simmon) http://www.Simmonsgames.com					
81724	Where's Osama? 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	\$3.00 \$0.25
SJG Fire & Movement Mag (SJG_FM)					
84688	Fire & Movement Magazine # 22 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	\$5.00 \$2.00
98835	Fire & Movement Magazine # 32 Stain on rear 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	\$3.00 \$1.00

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67594	Fire & Movement Magazine # 34 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	Excel Out Of Print	\$3.00	\$1.50
52238	Fire & Movement Magazine # 35 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	Excel Out Of Print	\$3.00	\$1.00
75268	Fire & Movement Magazine # 39 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	Excel Out Of Print	\$4.00	\$1.00
98843	Fire & Movement Magazine # 40 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	Excel Out Of Print	\$2.00	\$1.00
67608	Fire & Movement Magazine # 50 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	Excel Out Of Print	\$2.00	\$1.00
66917	Fire & Movement Magazine # 52 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	Excel Out Of Print	\$5.00	\$1.00
Slang Design (Slang)					
98369	Zombies of the World Field Guide 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	Bk	New Out Of Print	\$13.00	\$7.50
SPI Games (SPI)					
122138	Combined Arms, Combat Ops 1935-70 2nd Well-used players copy towards the end of its life. Sufficiently complete to play but missing 11 units & 5 markers. Various forms of wear & use evident on all components. Several inches of one chart sheet sun discolored. Coversheet moisture stained & entirely wrinkled. Tray cover cracked with masking take & remnants on 4 sides. ■ 2nd ed is a box reprint of game in S&T#46. Intriguing attempt to show combined arms techniques in operation combat in multi-scenarios spanning the period from the beginning of WWII to the then-contemporary period of the 1970s. J.Dunnigan'74.	FT	Fair Out Of Print	\$12.00	\$5.00
121465	Combined Arms, Combat Ops 1935-70 2nd Unpunched. All components (including countersheet & map) stamped litely with SPI's name and address. Affects 21 counters, map stamped 6 times. Effect is minimal. Game may have been SPI's library copy. ■ 2nd ed is a box reprint of game in S&T#46. Intriguing attempt to show combined arms techniques in operation combat in multi-scenarios spanning the period from the beginning of WWII to the then-contemporary period of the 1970s. J.Dunnigan'74.	FT	Mint Out Of Print	\$30.00	\$25.00
108537	Combined Arms, Combat Ops 1935-70 2nd Complete. Packaged in a Flatray. Aging masking tape on inner tray. One penciled annotation in rules. 1 tray corner cracked. Otherws clean. ■ 2nd ed is a box reprint of game in S&T#46. Intriguing attempt to show combined arms techniques in operation combat in multi-scenarios spanning the period from the beginning of WWII to the then-contemporary period of the 1970s. J.Dunnigan'74.	FT	Excel Out Of Print	\$20.00	\$15.00
108134	Desert War Tape remnants on inner lids of tray. ■ Game of tactical combat in northern Africa in multiple scenarios, 1940-3. Scenarios depict various types of engagements between German, British & Italian forces. Uses the SiMove system (first to do so). Has a DIY scenario builder based on engagement type & year. 100m/hex, 3.5min/turn, 400 counters.Jim Dunnigan'73	FT	Excel Out Of Print	\$35.00	\$29.00
116303	Grenadier 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	zl	Good Out Of Print	\$25.00	\$15.00
108508	Moscow Campaign Masking tape remnants on tray & tray lids. ■ Remake of earlier Battle for Moskva game now using SPI's WWII Division Level game system (ala Kursk, Destruc Army Group Center & others). Game covers the German drive on the area surround Moscow late in 1941. 24 scenarios with lots of what-ifs as this designer is know for, 400 counters, div level, 3days/turn, 6mi/hex. J.Dunnigan '72	FT	Excel Out Of Print	\$50.00	\$39.00

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77303	Next War Errata [9/79] Photocopy of 4pgs of comprehensive errata published 9/79.	n	<u>Excel</u>	Out Of Print	\$2.50	\$1.00
117996	S&T Guide Newsletter #1 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	n	<u>Excel</u>	Out Of Print	\$3.00	\$1.00
98173	Solomons Campaign No coversheet, label at tray end. Some edges & center seam of map sun discolored, otherws EX. ■ Simple, hi excitement game of air-land-sea combat for Guadalcanal including very workable si-move. J.Dunnigan'73	FT	<u>Excel</u>	Out Of Print	\$50.00	\$40.00
108010	Solomons Campaign Missing 1 ship unit; ID included & similar to other such counters. 2 identical CRT charts mounted to cardstock, in effect only 1 of 2 identical charts provided. Sml spot on map. ■ Simple, hi excitement game of air-land-sea combat for Guadalcanal including very workable si-move. J.Dunnigan'73	FT	<u>VervGd</u>	Out Of Print	\$45.00	\$35.00
77286	War in Europe / War in the World Addendm Photocopies 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.	n	<u>Excel</u>	Out Of Print	\$3.00	\$1.00

SPI MOVES Magazine (SPIMov)

116483	Moves Magazine (SPI) # 6 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	n	<u>VervGd</u>	Out Of Print	\$5.00	\$1.00
3742	Moves Magazine (SPI) #29 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	n	<u>VervGd</u>	Out Of Print	\$3.00	\$2.00
125087	Moves Magazine (SPI) #38 Cover wrinkled, with a goo spot & several sml tears (repaired). Interior clean. ■ ARTICLES ON: Charlie Robert awards; Battleline in the Air: Air Force & Dauntless analysis; Objective Atlanta profile; Machiavelli 1st analysis; Mighty Fortress analysis & ERRATA; Red Sun Rising analysis; La B d'Auerstadt pan. '78	n	<u>VervGd</u>	Out Of Print	\$4.00	\$2.00
67685	Moves Magazine (SPI) #38 1x3 Inventory label on cover. ■ ARTICLES ON: Charlie Robert awards; Battleline in the Air: Air Force & Dauntless analysis; Objective Atlanta profile; Machiavelli 1st analysis; Mighty Fortress analysis & ERRATA; Red Sun Rising analysis; La B d'Auerstadt pan. '78	n	<u>Excel</u>	Out Of Print	\$8.00	\$3.00

SPI S&T Magazine Games (SPIS T)

116298	CA, Tactical Naval Warfr in Pacific #38 (GameOnly) 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	n	<u>VervGd</u>	Out Of Print	Game Only \$22.00	\$18.00
57003	Cedar Mountain #86 (w/Mag) Mag & Game. GBACW v.4. Union troops under Banks surprise a superior force under Stonewall, Aug '62, then must fight for their lives. 30min/turn, 125yd/hex, 30min/turn. D.Bush, J.Simon, A.Williams'81 / ARTICLES ON: Cedar Mtn, Prelude to Bull Run; the Alamo & the Texas War for Independence, 1835-61; Operational Update at SPI.	n	<u>New</u>	Out Of Print	\$15.00	\$11.00
99122	Combined Arms, Combat Ops 1935-70 #46 (w/Mag) 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.	n	<u>Mint</u>	Out Of Print	\$32.00	\$20.00
106939	Combined Arms, Combat Ops 1935-70 #46 (GameOnly) 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	n	<u>VervGd</u>	Out Of Print	Game Only \$11.00	\$8.00
116189	East is Red #42 (GameOnly) 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	n	<u>Fair</u>	Out Of Print	Game Only \$7.00	\$3.00

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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 11/27/2017
104462	East is Red #42 (w/Mag) 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.	n	<u>VervGd</u> Out Of Print	\$22.00	\$14.00
106482	East is Red #42 (w/Mag) 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.	n	<u>VervGd</u> Out Of Print	\$19.00	\$15.00
94008	Kampfanzer, Armored Combat 1937-40 #41 (GameOnly) GameOnly. SiMove armored combat, 1937-40 in 8 scenarios covering SpanCiv War, Khalkin-Gol, Russo-Finnish war, & early WW2. JD'73	n	<u>Mint</u> Out Of Print Game Only	\$20.00	\$16.00
106140	Operation Grenade #84 (w/Mag) 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.	n	<u>Fair</u> Out Of Print	\$10.00	\$5.00
98162	Operation Grenade #84 (w/Mag) Mag cover finger print marred. Missing 5 blanks, otherws complete. ■ Mag & Game. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81 / ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805.	n	<u>Excel</u> Out Of Print	\$14.00	\$9.00
109892	Operation Grenade #84 (w/Mag) Complete. A few counters have a pin hole in their center. Mag cover has minor discoloration in a 1" triangular area near mag edge; relatively clean. ■ Mag & Game. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81 / ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805.	n	<u>Excel</u> Out Of Print	\$15.00	\$9.00
101475	Panzer Battles #73 (w/Mag) Some fingerprint mars on mag cover; minor spine ding created 4" horizontal crease on all mag pgs. ■ 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.	n	<u>Mint</u> Out Of Print	\$22.00	\$17.50
91675	Scrimmage #37 (w/Mag) 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.	n	<u>Excel</u> Out Of Print	\$24.00	\$10.00
77257	Siege of Constantinople NAVAL RULES #66 Photocopy of 6 pages of addendum rules, charts & B&W outline counters from Moves 37 adding a naval aspect to this game by the original designer, R.Berg.	n	<u>Excel</u> Out Of Print	\$3.00	\$2.00
65654	Strategy & Tactics (SPI) # 43 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.	n	<u>VervGd</u> Out Of Print	\$5.00	\$1.00
68113	Strategy & Tactics (SPI) # 44 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.	n	<u>Excel</u> Out Of Print	\$5.00	\$2.00
3778	Strategy & Tactics (SPI) # 64 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	n	<u>VervGd</u> Out Of Print	\$3.00	\$1.00
105766	Tank! #44 (w/Mag) 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 crossection 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.	n	<u>VervGd</u> Out Of Print	\$20.00	\$8.00
98159	Tannenberg [78] #69 (w/Mag) 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.	n	<u>Excel</u> Out Of Print	\$19.00	\$15.00
64449	Tito & His Partisan Army, Yugoslavia #81 (w/Mag) 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.	n	<u>Mint</u> Out Of Print	\$13.00	\$10.00

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Steve Jackson Games (SJG)

<http://www.sjgames.com>

110951	Car Wars Card Game 3rd	SC	New	\$17.00	\$14.00
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					
111973	Castellan [Green/Yellow]	FB	<New	\$21.00	\$10.00
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	<New	\$21.00	\$10.00
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					
111979	Mars Attacks Dice Game PROMO Card (1)	n	New	Out Of Print	\$0.50 \$0.25
Single Area 51 promo card for this dice game. ■ Single Area 51 promo card for this dice game.					
111980	Mars Attacks Dice Game PROMO Card (1)	n	New	Out Of Print	\$0.50 \$0.25
Single Area 51 promo card for this dice game. ■ Single Area 51 promo card for this dice game.					
108017	Munchkin Apocalypse: PROMO BOOKMARKER	n	New	Out Of Print	\$2.00 \$1.00
Thickstock boomer that has a special rule allowing its use in any Munchkin game. Distributed as a promotional item. '13 ■ Thick stock bookmark that can be used in any Munchkin-series game with a special rule printed on it. Distributed as a promotional item. '13					
121307	Munchkin Cthulhu: PROMO BOOKMARK	n	New	Out Of Print	\$1.00 \$0.25
Esoteric Empowerment bookmark, giving special abilities in play. ■ Esoteric Empowerment bookmark, giving special abilities in play.					
121317	Munchkin Cthulhu: PROMO Card #1	n	New	Out Of Print	\$1.00 \$0.25
Promotional card: Revealed Cult Secrets. ■ Promotional card: Revealed Cult Secrets.					
121327	Munchkin Cthulhu: PROMO Card #2	n	New	Out Of Print	\$1.00 \$0.25
Promotional card: Octomaid. ■ Promotional card: Octomaid.					
121337	Munchkin Cthulhu: PROMO Card #3	n	New	Out Of Print	\$1.00 \$0.25
Promotional card: Non-Euclidean Brick Toy. ■ Promotional card: Non-Euclidean Brick Toy.					
124690	Munchkin Dragons Promo Card Set (4)	n	New	Out Of Print	\$2.00 \$1.00
Set of 4 cards. ■ Set of 4 cards.					
124691	Munchkin Dragons Promo Card Set (4)	n	New	Out Of Print	\$2.00 \$1.00
Set of 4 cards. ■ Set of 4 cards.					
124687	Munchkin Holiday Cheer Promo Bookmark	n	New	Out Of Print	\$1.00 \$0.50
Holiday Cheer bookmark, only. ■ Holiday Cheer bookmark, only.					
124688	Munchkin Holiday Cheer Promo Bookmark	n	New	Out Of Print	\$1.00 \$0.50
Holiday Cheer bookmark, only. ■ Holiday Cheer bookmark, only.					
124689	Munchkin Knight in Bangkok Promo Card(2)	n	New	Out Of Print	\$1.00 \$0.50
2 card set: Knight in Bangkok & Hiring Men at Arms. ■ Knight in Bangkok Men at Arms.					
124692	Munchkin Knights Promo Card Set (4)	n	New	Out Of Print	\$2.00 \$1.00
Set of 4 cards. ■ Set of 4 cards.					
124708	Munchkin Pathfinder Promo Bookmark	n	New	Out Of Print	\$1.00 \$2.50
Knocking on Dungeon Door promo bookmark. ■ Knocking on Dungeon Door promo bookmark.					
124709	Munchkin Pathfinder Promo Bookmark	n	New	Out Of Print	\$1.00 \$2.50
Knocking on Dungeon Door promo bookmark. ■ Knocking on Dungeon Door promo bookmark.					
124706	Munchkin Sugar Smasing Promo Bookmark	n	New	Out Of Print	\$1.00 \$2.50
Bookmark, only. ■ Bookmark, only.					

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120086	Munchkin: Apocalypse BearGrill PromoCard Promotional card for Apocalypse (but useable with any Munchkin product). 3 FREE cards/bookmarks of your choice with any Munchkin purchase.	n	New Out Of Print	\$0.25	\$0.25
111975	Munchkin: Card Promo Kit (10) Promo card set including 10 cards, 1ea for Munchking (Tower Sheild, Feet Cheet, Cash Cow, 3rd Wheel Curse, Oil Derek, Sand Witch), Munchkin Fu (Banzai Tree), Munchkin Zombies (No Guts No Glory, Whisperers, M) & Mnchkin Halloween (Pumpkin King). ■ Promo card set including 10 cards, 1ea for Munchking (Tower Sheild, Feet Cheet, Cash Cow, 3rd Wheel Curse, Oil Derek, Sand Witch), Munchkin Fu (Banzai Tree), Munchkin Zombies (No Guts No Glory, Whisperers, M) & Mnchkin Halloween (Pumpkin King).	n	New Out Of Print	\$3.00	\$2.00
111976	Munchkin: Card Promo Kit (10) Promo card set including 10 cards, 1ea for Munchking (Tower Sheild, Feet Cheet, Cash Cow, 3rd Wheel Curse, Oil Derek, Sand Witch), Munchkin Fu (Banzai Tree), Munchkin Zombies (No Guts No Glory, Whisperers, M) & Mnchkin Halloween (Pumpkin King). ■ Promo card set including 10 cards, 1ea for Munchking (Tower Sheild, Feet Cheet, Cash Cow, 3rd Wheel Curse, Oil Derek, Sand Witch), Munchkin Fu (Banzai Tree), Munchkin Zombies (No Guts No Glory, Whisperers, M) & Mnchkin Halloween (Pumpkin King).	n	New Out Of Print	\$3.00	\$2.00
120071	Munchkin: Christmas Lite Bookmark 3 Munchkin promo items FREE with purchase of any Munchkin game or kit. Produced as a promo item. CHRISTMAS LITE bookmark adds special rule/ability that can be used with ANY Munchkin game. '16	n	New Out Of Print	\$1.00	\$0.25
120087	Munchkin: Cthulhu Brick Toy Promo Card Promotional card. Any three Munchkin promo cards FREE with any Munchkin-related purchase (of \$8 or more).	n	New Out Of Print	\$0.25	\$0.25
120085	Munchkin: Curse! Shattered Promo Card Promotional card. Any three Munchkin promo cards FREE with any Munchkin-related purchase (of \$8 or more).	n	New Out Of Print	\$0.25	\$0.25
120084	Munchkin: Frankenstn's Monster PromoCard Promotional card for Munchkin useable with any Munchkin product. 3 FREE cards/bookmarks of your choice with any Munchkin purchase.	n	New Out Of Print	\$0.25	\$0.25
120083	Munchkin: Hostile Jester Promo Card Promotional card. Any three Munchkin promo cards FREE with any Munchkin-related purchase (of \$8 or more).	n	New Out Of Print	\$0.25	\$0.25
120074	Munchkin: Marvel Hydra Bookmark 3 Munchkin promo items FREE with purchase of any Munchkin game or kit. Produced as a promo item. MARVEL HYDRA bookmark adds special rule/ability that can be used with ANY Munchkin game. '16	n	New Out Of Print	\$1.00	\$0.25
120072	Munchkin: Monstrous Unfairness Bookmark 3 Munchkin promo items FREE with purchase of any Munchkin game or kit. Produced as a promo item. PATHFINDER MONSTROUS UNFAIRNESS bookmark adds special rule/ability that can be used with ANY Munchkin game. '16	n	New Out Of Print	\$1.00	\$0.25
120075	Munchkin: Moop's Monster Mashup Bookmark 3 Munchkin promo items FREE with purchase of any Munchkin game or kit. Produced as a promo item. MOOP'S MONSTER MASHUP bookmark adds special rule/ability that can be used with ANY Munchkin game. '16	n	New Out Of Print	\$1.00	\$0.25
120069	Munchkin: Nightmare Before Xmas Bookmark 3 Munchkin promo items FREE with purchase of any Munchkin game or kit. Produced as a promo item. Nightmare Before Christmas bookmark adds special rule/ability that can be used with ANY Munchkin game. '16	n	New Out Of Print	\$1.00	\$0.25
120073	Munchkin: Oz Baum Squad Bookmark 3 Munchkin promo items FREE with purchase of any Munchkin game or kit. Produced as a promo item. OZ BAUM SQUAD bookmark adds special rule/ability that can be used with ANY Munchkin game. '16	n	New Out Of Print	\$1.00	\$0.25
120070	Munchkin: Play Munchkin Bookmark 3 Munchkin promo items FREE with purchase of any Munchkin game or kit. Produced as a promo item. PLAY MUNCHKIN bookmark adds special rule/ability that can be used with ANY Munchkin game. '16	n	New Out Of Print	\$1.00	\$0.25
111977	Munchkin: Promo Bookmark Set (6) Promotional set of 6 Munchkin themed bookmarks useable in any Munchkin game, each with special rules for its use in a game. Includes: Funko Funtimes, BRAAAAAINS, Her Majesty's Secret Circus, Gleeful Regifting, Nefarious Necromancy, Boom & Bust. ■ Promotional set of 6 Munchkin themed bookmarks useable in any Munchkin game, each with special rules for its use in a game. Includes: Funko Funtimes, BRAAAAAINS, Her Majesty's Secret Circus, Gleeful Regifting, Nefarious Necromancy, Boom & Bust.	n	New Out Of Print	\$4.00	\$2.00
111978	Munchkin: Promo Bookmark Set (6) Promotional set of 6 Munchkin themed bookmarks useable in any Munchkin game, each with special rules for its use in a game. Includes: Funko Funtimes, BRAAAAAINS, Her Majesty's Secret Circus, Gleeful Regifting, Nefarious Necromancy, Boom & Bust. ■ Promotional set of 6 Munchkin themed bookmarks useable in any Munchkin game, each with special rules for its use in a game. Includes: Funko Funtimes, BRAAAAAINS, Her Majesty's Secret Circus, Gleeful Regifting, Nefarious Necromancy, Boom & Bust.	n	New Out Of Print	\$4.00	\$2.00
124710	Munchkin: Super Munchkin Promo Bookmark Pectoral Puissance Promo Bookmark ■ Pectoral Puissance Promo Bookmark	n	New Out Of Print	\$1.00	\$0.25
124711	Munchkin: Super Munchkin Promo Bookmark Pectoral Puissance Promo Bookmark ■ Pectoral Puissance Promo Bookmark	n	New Out Of Print	\$1.00	\$0.25

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120097	Munchkin: Ten-Galleon Hat Promo Card Promotional card. Any three Munchkin promo cards FREE with any Munchkin-related purchase (of \$8 or more).	n	New Out Of Print	\$9.25	\$0.25
120088	Simon's Cat: Mouse Promo Card Promotional card for this simple card game. FREE with *any* purchase upon request.	n	New Out Of Print	\$9.25	\$0.10

Task Force Games (TFG)

116567	Star Fleet Battles: R4 Module Module adding new or specialized ships for the Romulan, Gorn, Tholian & ISC races. '99	Bk	New Out Of Print	\$14.00	\$12.00
107919	Viceroy's Slight crease along left box cover edge; light, smooth indent on box btm. Otherws new & shrinkwrapped. ■ Fast playing 1-7 player game of expansion, diplomacy in the new world. 3 scenarios plus several variant rules. Players have few units active each turn, and options include building an empire or raiding others' empires. Includes solitaire rules for each scenario. 432 counters. Fun. McLaughlin'87	BC	<New Out Of Print	\$24.00	\$17.50

TCS Games (TCS)

<http://tcs.web1000.com/index.html>

74394	I Obey! 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	Fo	New Out Of Print	\$18.00	\$13.00
63603	Innocence Lost 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	Fo	New Out Of Print	\$18.00	\$10.00

Terran Games, Inc. (Terran)

<http://www.manzana.com/kranz/consim/terran>

113233	Legend Begins, N.Africa 1940-2, 3rd 3" crease extending from one box cover corner. Otherws new & shrinkwrapped. ■ Stunning map & RECOMMENDED game of N. African campaign from the '40 Italian incursion to El Alamein. This version revised & enhanced gm w/ 5 new scenarios & redone counters. Ex solitaire potential. M.Simonovich'94	HC	<New Out Of Print	\$34.00	\$29.00
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TSR Ares Games (TSRAre)

88679	Universe: Mongoose & Cobra Module #17 (w/Mag) Mag & game. Final issue of Ares magazine. Game is a stand-alone module for Universe, and compatible with other games of that series. Game-mastered adventure scenario best with 4-7 players. Galactic navy has disguised a frigate as a merchant ship to lure annoying pirates to attack and end their threat; many of the characters on board are unaware of the situation. J.Butterfield'81 / ARTICLES ON: Wreck-creation in Gamma World; Sowrd in the Dirt & Game of Hoople fiction; Pancake Alley - driving fast & dangerously in SJG Car Wars; The Zamra, weapon of the Yazirians, a Star Frontiers variant; Enhanced Delta Vee starship rules; book reviews of Autoduel Champions, Car War Reference Screen, Travler Scouts Handbook, FASA Klingons Sourcebook; errata for Into the Void and Nightmare House (both #15).	n	Mint Out Of Print	\$10.00	\$5.00
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Twilight Creations (Twilig)

80729	Zombies!!!: School's Out Forever Kit 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	SB	New Out Of Print	\$9.00	\$4.00
83635	ZombieTown: Road Rage Kit 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	SB	New Out Of Print	\$7.00	\$3.00

Two Hour Wargames (TwoHou)

113758	5150 Carrier Command Kit Kit extending the 5150 Fighter Command rules to tactical space combat between capital ships in the far-distant future. Players command a space carrier & other capital ships in combat. System is designed for solitaire play, but can also be played cooperatively or competitively. Includes 15 scenarios that can be linked as campaigns, plus a campaign system for Fighter Command & Star Navy. '14	Bk	New Out Of Print	\$18.00	\$12.50
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Ulisses Spiele (Uliuss)

114622	Dark Eye RPG Quick Start Promo Rules Simplified, quick-start rules set. Produced as a promotional item for a pending all-English rules set based on the German role playing series by this name that has been in-print for 30 year. 16pgs. '16	n	New Out Of Print	\$1.00	\$0.25
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VAE VICTUS Magazine (VaeVic) http://vaevictus.histoireetcollections.com/en/home.html					
120057	Armees Miniatures Hors # 3 Sml, 1/8" marr on btm mag cover margin. Otherws new. ■ Glossy French-produced, French-language magazine of miniatures collecting including painting, assembling an army, etc. ALL text in French. '06	n	<u>< New</u> Out Of Print	\$9.00	\$5.00
Vento Nuovo Games (VenNuo) http://www.VentoNuovo.net					
103815	Blocks in the West, the Western Campaign 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	GB	<u>< New</u> Out Of Print	\$95.00	\$75.00
Victory Point Games (VPG) http://www.VictoryPointGames.com					
116718	Empires In America, French & Indian War 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	BC	<u>New</u> Out Of Print	\$27.00	\$23.00
113116	Parsec Deluxe, Explorating Edge of Space 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	BC	<u>New</u> Out Of Print	\$39.00	\$35.00
117088	Prussia 20 2nd 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	BC	<u>New</u> Out Of Print	\$36.00	\$32.00
West End Games (D6 Legnd) (WEG)					
36871	Marlborough at Blenheim 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	HC	<u>Mint</u> Out Of Print	\$39.00	\$32.50
Wiz Kids LLC (WizKid)					
124704	Star Trek Frontiers Promo Card 2 card set with Valais Durant & Blessing of khepri. ■ 2 card set with Valais Durant & Blessing of khepri.	n	<u>New</u> Out Of Print	\$1.00	\$0.25
Wizards of the Coast (Wizard) http://www.wizards.com					
79714	Magic, the Gathering 8th Demo the BestPC Demo software for Windows. ■ PC CD-ROM. Software designed to demo the MtG 8th edition game. Allows interactive play over the internet.	n	<u>New</u> Out Of Print	\$0.25	\$0.25
Worldwide Wargamer (3W) (WWW)					
103282	American Aces 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	HC	<u>Excel</u> Out Of Print	\$22.00	\$17.50
86320	Frederick the Great, Campaigns of... 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	BC	<u>VervGd</u> Out Of Print	\$15.00	\$10.00
77324	Hitler's Last Gamble ERRATA [6/90] 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 ■ 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	n	<u>Excel</u> Out Of Print	\$3.00	\$1.00
88577	Modern Naval Battles III Campaign expansion kit for MNB I. Adds additional cards of many types including 46 aircraft, 49 ships, 47 action cards. '90	HC	<u>Excel</u> Out Of Print	\$15.00	\$5.00

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112215	Starforce Terra, Contact 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	HC	Excel	\$10.00	\$5.00
47383	Starforce Terra, Contact 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	HC	New	\$15.00	\$7.50
Worthington Games (Worthi) http://www.worthingtongames.com					
117110	Grant's Gamble, Wilderness Campaign 1864 Blue & Gray series game using wooden blocks to portray the 1864 Wilderness Campaign as Grant attempts to isolate Lee's Confederate Forces who elude them in the Wilderness area east of Richmond. Modest complexity, corp level, point-point map. '16	BC	New	\$49.00	\$39.00
118436	Holdfast, North Africa 1941-42 Third in the Holdfast game series of block-style WWII games. This game covers the campaign in Northern Africa, 1941-2. Blocks represent divisional level units, plus airpower and leaders. Fast playing and basically a simple game system. '16	BC	New	\$46.00	\$42.00
117114	McClellan's Moves, 1862 Peninsular Cmpgn Kit requiring Grant's Gamble to play; uses their Blue & Gray game system. Covers the 1862 Peninsular Campaign as McClellan moves his ponderous army toward Richmond and the climactic battle of Antietam. Game adds amphibious movement and naval blockage & combat, and siege guns. '16	n	New	\$19.00	\$15.00
117099	New York 1776, the New York Campaign 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	BC	New	\$46.00	\$39.00
110373	Scotland Rising, Bannockburn 1314 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	BC	New	\$32.00	\$26.00
117095	Trenton 1776 Second game in the Campaigns of the American Revolution series using wooden blocks & semi-hidden movement. Covers the battle of Trenton, 1776, following the New York campaign as Washington's Continentals are chased out of New York into New Jersey. Trenton covers the entire campaign in New Jersey leading to the winter battles that reversed the American's fortunes. Modestly simple, point-point move. '15	BC	New	\$46.00	\$32.50
98650	War & Peace 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	BC	New	\$69.00	\$59.00
117102	Wilderness Empires 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	FB	New	\$49.00	\$35.00
WWW Schwerpunkt Mag (WWW SP)					
125100	Schwerpunkt Magazine #1 (w/Mag) Includes map & paper counters insert for Salvo Gallipoli scenario. Mailing label on rear mag cover. Narrow area near mag spine of 4 pgs moisture discolored. Otherws unused. ■ ARTICLES ON: Operation Barbarossa, the southern wing; addtl rules & scenarios for Salvo, Salvo II and Blitz in South; profile of Rob Markham, designer; Inside 3W; replay of Raid on Richmond; analysis of 3W Frederick the Great. Insert is a map addition for a Salvo II scenario for Gallipoli, 1915, with paper counters in mag. Errata for Give me Liberty, Raid on Richmond, Campaigns of Frederick the Great. '93	n	Mint	\$2.50	\$1.00
WWW Strategy & Tactics (WWWS T)					
105661	Baton Rouge #133 (w/Mag) 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 Armaggedon; 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.	n	Excel	\$15.00	\$9.00
91677	Baton Rouge #133 (w/Mag) 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 Armaggedon; 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.	n	Mint	\$19.00	\$10.00

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98795	Campaigns in the Valley #123 (w/Mag) Mag & Game. Includes variant counters for Indian Mutiny (1), End Iron Dream (16), House Divided leaders variant (12). Operational level, 2 scenario game depicting the 1862 & 1864 campaigns in the Shenandoah Valley. 100 counters, 2.5mi/hex, 2days/turn. Unnecessarily bland map for such a beautiful valley. R.M. 2.5mi/hex, 2day/turns. R.Markham, M.Seaman'88 / ARTICLES ON: Pompey & the 49BC Campaign; modern French Foreign Legion; Campaigns in the Shenandoah Valley; ERRATA for Indian Mutiny #121 & Nicaragua #120; Netherland's Army in 1815; German Aircraft Carriers in WW2.	n	<u>Mint</u> Out Of Print	\$15.00	\$9.00
96745	Kanev, Parachutes Across the Dnepr #115 (w/Mag) 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 death of draft-age males on the the eve of WWII; Kanev designers nots; extensive Abensberg & Echmuhl ERRATA; The 1862 Vicksburg Campaign.	n	<u>Mint</u> Out Of Print	\$25.00	\$19.00
92721	Patton Goes to War #112 (w/Mag) Mag & Game. US offensive in s. Tunisia, Mar-Apr 43, led by Patton using the BtIs of NAfrica game system. Co/btlh/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	n	<u>Excel</u> Out Of Print	\$22.00	\$12.50
WWW Wargamer Magazine (WWWmag)					
98821	Clash of Empires, 1914 #58 (w/Mag) Mag & Game. Corp lvl game of the opening campaign of WW1 in the West using point-point & hidden movement, Aug-Nov 1914. 200 counters, 3days/turn. K.Anderson'86 / ARTICLES ON: The Siege of Malta in history & in the #50 game; errata for Struggle for Stalingrad #47, Condottieri #54; Variant for VG's Vietnam providing a b&w map (in pages of mag) & rules for US/ARVN blockade of the Ho Chi Minh trail in Laos; brief reviews of Delta Force, Rolling Thunder.	n	<u>Mint</u> Out Of Print	\$22.00	\$20.00
98823	Fallen Eagle, Battle of Khe Sanh #62 (w/Mag) 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.	n	<u>Mint</u> Out Of Print	\$38.00	\$30.00
97485	Fallen Eagle, Battle of Khe Sanh #62 (GameOnly) Game only. ■ Game only. Bitter battle 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	n	<u>Mint</u> Out Of Print	\$24.00 Game Only	\$20.00
85135	Fight on the Beaches #40 (w/Mag) Cherry. ■ Mag & Game. Game of the possible German invasion of SE Britain in the fall of 1940 (Op Sealion). Operational, Btlh/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.	n	<u>Mint</u> Out Of Print	\$17.00	\$12.50
67912	Glory Road #52 (w/Mag) 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 sceanrio; review of TSR's Julius Caesar.	n	<u>Mint</u> Out Of Print	\$10.00	\$6.00
92778	Napoleon at Lutzen #32 (w/Mag) 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.	n	<u>Excel</u> Out Of Print	\$16.00	\$10.00
66836	Napoleon at Lutzen #32 (GameOnly) 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.	n	<u>Mint</u> Out Of Print	\$15.00 Game Only	\$9.00
98404	Peter the Great #27 (w/Mag) 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. Otherwise 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.	n	<u>Mint</u> Out Of Print	\$16.00	\$10.00

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90096	Race for Tunis #57 (w/Mag) Entirely strip punched. ■ Mag & game. Axis & Allied forces first meet in Tunisia, Nov-Dec'42, in a wild & uncertain environment. Co/btlm level, 1day/turn, using the Btlm for N.Africa system. 3 scenarios & campaign. D.Bolt, G.Helmer'86 / ARTICLES ON: Operation Torch, the final act; review of WEG's RAF 1st; various short reviews.	n	<u>Excel</u>	Out Of Print	\$10.00 \$5.00
12569	Wellington v. Massena #43 (w/Mag) 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.	n	<u>New</u>	Out Of Print	\$12.00 \$7.50
98808	Wellington v. Massena #43 (w/Mag) 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.	n	<u>Mint</u>	Out Of Print	\$10.00 \$5.00
85102	West Wall #35 (w/Mag) 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.	n	<u>Mint</u>	Out Of Print	\$13.00 \$9.00
Wyrd Miniatures Llc (WYR)					
109215	Malifaux: Witchling Stalker Miniature Single plastic miniature of the Witchling Stalker. Originally distributed as a promotional item. '13	n	<u>New</u>	Out Of Print	\$2.00 \$1.00
XTR: Command Magazine (XTRCmd)					
55045	End of the Empire #46 (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	n	<u>New</u>	Out Of Print	Game Only \$15.00 \$10.00
55097	Fire Next Time / WarMaster III #51 (GameOnly) GameOnly. ■ GameOnly. A timely look at the possibility of renewed hot war between two feuding neighbors, India & Pakistan, in the Asian subcontinent. Small div lvl game w/35mi hex, 2 day turns. T.Bomba'99 / Warmaster continues the series of chess variation (or continues to flog a dead horse). D.Elliott'99	n	<u>New</u>	Out Of Print	Game Only \$15.00 \$10.00
52583	Hougoumont, Rock of Waterloo #11 (w/Mag) Variant counter for Alexandros (1) removed and NOT included; otherws 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, btlm/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.	n	<u>Excel</u>	Out Of Print	\$24.00 \$22.50
53077	Iron Dream, War in Russia 1941-2 #53 (w/Mag) 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.	n	<u>New</u>	Out Of Print	\$22.00 \$19.00
97419	Lion of Ethiopia #4 (w/Mag) Minimal moisture warping of ~8pgs of mag; minor sun fading of 1" inner rules page margin. Unpunched. ■ Mag & Game. W/ errata counters for Sam Sunset (16), Blitz'41 (13), Sunrise Victory (1), Tigers Burning (1), TTW 1st (5). Italians attempt assert the Roman might by conquering Ethopia in 1935-6, marking the first signs of the coming world war & the largest colonial war in Africa. The Italian army has the weapons of modern war while the Ethiopians are poorly armed & trained but numerous & highly mobile. Surprisingly great game! RECOMMENDED. 200 counters total. M.Duffield'90 / ARTICLES ON: the Ox & the Army; Ethiopia, the Unconquered Lion of Africa; Panama 1989; Blitzkrieg '41 variant rules; Samurai Sunset variant rules (& counters) & errata; Tigers Are Burning variant (with counters).	n	<u>Mint</u>	Out Of Print	\$55.00 \$45.00
91177	Warmaster Chess 2000 #49 (w/Mag) 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.	n	<u>Mint</u>	Out Of Print	\$8.00 \$4.00

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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 11/27/2017
30088	When Tigers Fight #26 (w/Mag) 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.	n	<u>New</u> Out Of Print	\$24.00	\$18.00
Zobmondo (ZOB)					
111771	Would You Rather...? Twist,Sick & Wrong 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 polictically correct. '04	SC	<u>VeryGd</u> Out Of Print	\$10.00	\$5.00
Zvezda Games (Zvezda) http://www.zvezda.org.ru					
106036	Oil, Battle for: US M47 Dragon MiniSet Published as a promotional set. Includes a 3-person M-47 Dragon Anti-Tank Missile system & crew. Req assy & optional painting. No rules included.	n	<u>New</u> Out Of Print	\$2.50	\$0.25

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