

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

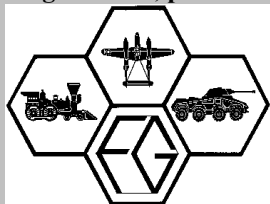
Fine Games, 2078 Madrona St., North Bend, OR 97459-2143 USA email: [M.Dean@FineGames.com](mailto:M.Dean@FineGames.com) 541-756-4711 10am-9pm PST

**Fine Games' 2019 Annual Clearance Catalog** focuses on a wide-ranging assortment of **561 games, magazines & gaming accessories** (initially 712, some have been added since). Most are *new* & undamaged games or mags we simply 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 to find another home. All in all, *Fine Games* offers hundreds of games that would make great Xmas gifts for yourself or a significant other, some fun reading about game products you might not know of, and we've been especially nice this year with our prices.

**The Deal is this:** We list **561** items here with a special, clearance price good only during this sale, once each year. Choose as many or as few games as you wish. Contact us by phone (at **541-756-4711**) or email ([M.Dean@FineGames.com](mailto:M.Dean@FineGames.com)) to place your order by 12/7/2019, and deliver payment to us promptly thereafter. In as little as 2 days later, your goodies will arrive in your awaiting hands. All bought at especially great prices.

Just act fast as these are offered first-come, first served, and are generally available in quantities of one, each (or sometimes 2 or 3). This **Annual Clearance Sale expires on Saturday, 7 December, 2019** at noon (i.e. on Pearl Harbor Day). We extend this expiration to 19 Jan 2020 *if* you purchase a minimum of \$50 AND a minimum of 5 items each of which priced at \$10 or more here.

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

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

1. A **special clearance sale price is shown in red** to the right for each item. In nearly 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 place multiple orders if you like. Just do so **before noon on Saturday, 7 December, 2019**.
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. We reserve items only after we receive a clear, unconditional statement that you are ordering specific items.
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 we must pay fees to receive payment (i.e. credit/debit card or PayPal).
4. **Standard Shipping terms apply**. That is, orders of flat, unboxed items can be sent via Priority mail flat rate envelopes for \$8 for one, or \$10 for as many as will fit; Boxed games that fit a medium flat rate box (and as many unboxed items as will fit) ship for \$15. Otherwise and for most orders, a flat shipping fee of \$20 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 +\$2 each (shown in teal).
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 the holidays and for your 2020 to our valued customers worldwide.

MD

Michael Dean, Fine Games

Box Types:

Headings Box Type (see below) Game Only?: denotes Game-onlys w/o Magazine OoP: Out of Print  
 Box Types **BOXED** FB=Flat Box LB=Large Flat Box+\$1.50 GB=Giant Box+\$4 HB=Huge Box+\$5 SB=Small Flat Box BC=Bookcase Box DC=Double Bookcase HC=Half Bookcase SC=Sml Bookcase Tb=Tube  
 FT=SPI Flat Tray WT=SPI White Box IT=SPI Illustrated WT AL=YAQ Album HP=Plastic HC NB=Notebook ZL=lg ziplock requiring boxed shipment RL=Rolled CA=3M Cassette GM=3M Gamette  
**UNBOXED:** Fo=Folio En=Envelope z=ziplocked Bk=Book JC=Jewel CD case n=no box or other formal packaging

UNpunched: NEW - New, unused, undamaged from publisher/distributor, usually unopened & in shrink wrap. Unpunched & unused by definition.  
 < New - Like new; a new copy with cosmetic damage of some form, generally a box ding or wrinkles to a mag cover.  
 MINT - Opened & basically unused & unpunched. Some counters may have separated from tree on their own, but has never been played. May have component damage if noted. May also be clean in every respect, noted by "PRISTINE" or "CHERRY".  
 Punched: EXCEL - A game that has been used but shows little to no significant wear or damage. A mint game that has been punched becomes "excellent". A few minor signs of wear may be included, easily replaced items (eg dice) may be missing, rules highlighted, or counters neatly clipped if this is noted. All unit counters present; markers may be missing. Older games may have greater signs of age.  
 V.Good - Shows more signs of wear, use or abuse such as some soiling of rules or counters, modest staining, box tears, etc. Key components present (tho may be photocopies or replacements).  
 Good - Has significant defect(s) that may be more aesthetic than functional. May be missing components that limit use. Often, a heavily used game.  
 Fair - Has major defects, required parts damaged or lost; Still playable to some degree, but just a step from becoming a set of parts.

**Great Games at Really GREAT Prices !**

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| Part# | Game Title & Edition ( & Issue# for Mags) | Condtn | Box | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|-------|---|--------|-----|---------|----------------|-----------------------------|--|
|-------|---|--------|-----|---------|----------------|-----------------------------|--|

**Great Selection on Great Games at Really Great Prices !**

Last Updated: 12/25/2019

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.

**FREE Items With Any Order (1 each)**

|   |   |     |   |     |              |  |               |
|---|---|-----|---|-----|--------------|--|---------------|
| 90356   | <a href="#">Morgan's a'Comin'!</a>                      | New | n | 0.0 | Out Of Print |  | <b>\$0.00</b> |
| FREE with any order. Small, promotional game on a postcard. Depicts Confed cavalry raider Morgan's foray into Ohio & the US midwest in the summer of 1863 & the US attempt to end his career. '09 |   |     |   |     |              |  |               |
| 132712  | <a href="#">Rattenkreig, Assault on Tractor Factory</a> | New | n | 0.0 | Out Of Print |  | <b>\$0.00</b> |
| FREE with any order. Intro game on a post card. Area move game of the assault on the Tractor Factory in Stalingrad, late 1942. '10  |   |     |   |     |              |  |               |
| 86462   | <a href="#">Showtime Hanoi</a>                          | New | n | 0.0 | Out Of Print |  | <b>\$0.00</b> |
| FREE with any order. Intro game printed on a post cart. Tiny, simpler game of air-air & air-ground combat between US & northern Vietnamese forces. '08  |   |     |   |     |              |  |               |
| 86475   | <a href="#">Some Poles Apart</a>                        | New | n | 0.0 | Out Of Print |  | <b>\$0.00</b> |
| FREE with any order. Game on a postcard of a simple, impulse driven game of combat between Germans & Poles, presumably for Warsaw tho the subject is never explained. P.Rohrbaugh'07              |   |     |   |     |              |  |               |

**Misc Game Access (AAA)**

|   |   |       |   |     |              |                   |               |
|---|---|-------|---|-----|--------------|-------------------|---------------|
| 127490  | <a href="#">ZipLock Storage Bag, 13x15"</a> | Excel | n | 0.2 | Out Of Print | <del>\$0.50</del> | <b>\$0.40</b> |
| 13 x 15" clear ziplock bag suitable for storage of a variety of gaming or non-gaming items. They fit an SPI flat tray game almost perfectly (you just can zip it shut). These have been used for game storage, and are not intended for food storage. |   |       |   |     |              |                   |               |

**Against the Odds Magazine (Agains)**

<http://www.atomagazine.com>

|   |  |      |    |     |              |                    |                |
|---|--|------|----|-----|--------------|--------------------|----------------|
| 109770  | <a href="#">Gazala Line 1942</a>       | Mint | n  | 0.3 | Out Of Print | <del>\$12.00</del> | <b>\$7.00</b>  |
| Secondary game-only (from Op Cartwheel). Gazala portion of counters cut from tree, with 3 counters loose. ■ Secondary game-only (originally published with Operation Cartwheel, the 2008 annual). Smaller, simpler, btl/nrgt level game of the Gazala battles of May-June 1942. Intended as a beginners game. 64 counters. P.Rohrbaugh'08 |  |      |    |     |              |                    |                |
| 125322  | <a href="#">Paukenslag #22 (w/Mag)</a> | New  | HP | 1.1 |              | <del>\$28.00</del> | <b>\$24.00</b> |
| Mag & Game. Game covering the U-Boat campaign against the US's eastern seaboard & Carribean in 1942 (including the what-if of German strategic bombing). Strategic, operational & tactical, with units representing 1-2 warships or 6-12 aircraft. 1wk/turn. P.Moore'08   |  |      |    |     |              |                    |                |

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

|  |   |       |   |     |              |                   |               |
|--|---|-------|---|-----|--------------|-------------------|---------------|
| 100978   | <a href="#">Air Assault on Crete VARIANT COPY</a>   | Excel | n | 0.1 | Out Of Print | <del>\$5.00</del> | <b>\$3.00</b> |
| Kit with color photocopy of 52 counters & b&w photocopy of rules from Gen 15/3 providing various what-if OoB additions for the battles on Crete & Malta such a convoyed forces, more paratroopers, Greek irregulars & more. V.Von Borries'78   |   |       |   |     |              |                   |               |
| 114188   | <a href="#">Air Force 3rd: BRITISH BOMBER CARDS</a> | Excel | n | 0.1 | Out Of Print | <del>\$9.00</del> | <b>\$5.00</b> |
| Kit containing two 3rd-edition format aircraft cards which depict 4 RAF bombers: Whitley, Stirling, Halifax, Blenheim. Originally published in AH General 20/6.  |   |       |   |     |              |                   |               |
| 69872  | <a href="#">Alexander: Ramses II</a>                | Excel | n | 0.1 | Out Of Print | <del>\$4.00</del> | <b>\$1.00</b> |
| 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. |   |       |   |     |              |                   |               |
| 82802  | <a href="#">ASL: Boards PARTS #26 Unmounted</a>     | New   | n | 0.1 | Out Of Print | <del>\$2.50</del> | <b>\$2.00</b> |
| Last copy. ■ #26 UNmounted board   |   |       |   |     |              |                   |               |
| 82799  | <a href="#">ASL: Boards PARTS #27 Unmounted</a>     | New   | n | 0.1 | Out Of Print | <del>\$2.50</del> | <b>\$2.00</b> |
| Last copy. ■ #27 UNmounted board   |   |       |   |     |              |                   |               |
| 82805  | <a href="#">ASL: Boards PARTS #28 Unmounted</a>     | New   | n | 0.1 | Out Of Print | <del>\$2.50</del> | <b>\$2.00</b> |
| Last copy. ■ #28 UNmounted board   |   |       |   |     |              |                   |               |

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| Part#  | Game Title & Edition ( & Issue# for Mags)  | Condtn                 | Box       | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|--------|--|------------------------|-----------|---------|----------------|-----------------------------|--|
| 82808  | <a href="#">ASL: Boards PARTS #29 Unmounted</a><br>#29 UNmounted board   | <a href="#">New</a>    | n         | 0.1     | Out Of Print   | <del>\$2.50</del>           | <b>\$2.00</b>                            |
| 111852 | <a href="#">ASL:Paratrooper</a><br>Missing the Chapter K training rules; otherws unpunched, unused, complete. Minor concave crease & a 1" abrasion on edge of box btm. Otherws mint. ■ ASL Module #2. AH 1st edition. Includes Adds allied paratroopers units plus introductory rules (Chp K) & board 24, to this series. 478 counters. '86  | <a href="#">Mint</a>   | HC        | 1.8     | Out Of Print   | <del>\$40.00</del>          | <b>\$29.00</b>                           |
| 92055  | <a href="#">Empires in Arms, 2nd: 1792 SCENARIO COPY</a><br>Photocopy of scenario & 15 original leader counters published in Gen 25/2. Adds a scenario for the period 1792-1802. Also includes Waterloo 1815 scenario.   | <a href="#">Excel</a>  | n         | 0.1     | Out Of Print   | <del>\$6.00</del>           | <b>\$2.00</b>                            |
| 90008  | <a href="#">Empires in Arms, 2nd: ADV NAVAL RULESCPY</a><br>Photocopy of 4pg article from Gen providing more sophisticated naval rules.  | <a href="#">Excel</a>  | n         | 0.1     | Out Of Print   | <del>\$3.00</del>           | <b>\$2.00</b>                            |
| 113853 | <a href="#">Gettysburg ['77]</a><br>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 | <a href="#">Fair</a>   | FB        | 2.8     | Out Of Print   | <del>\$29.00</del>          | <b>\$10.00</b>                           |
| 92070  | <a href="#">Gunslinger: Critters Variant COPY</a><br>Several articles from General: (1) Critters adds animal encounters with cattle, bear, buffalos & snakes; (2) Gunsmith Shop offers a range of new guns & weaponry; (3) Tournament scenarios 1-8; (4) 4pg analysis article. Color phtcopy counters/insert w/ B&W photocopied rules.   | <a href="#">Mint</a>   | n         | 0.2     | Out Of Print   | <del>\$9.00</del>           | <b>\$4.00</b>                            |
| 128154 | <a href="#">Hexagony</a><br>Unpunched & unused, but board & box (inside & out) extensively spotted in lite brown color. Rules & counters clean. Entirely servicable but cosmetically flawed by spots. ■ Simple, abstract strategy game for 2-6 players. Manuever armies, secure supplies, impose terrain to out-manuever opponents, all on an abstract board. K.Hodkinson'80   | <a href="#">Good</a>   | BC        | 1.8     | Out Of Print   | <del>\$15.00</del>          | <b>\$8.00</b>                            |
| 112144 | <a href="#">Luftwaffe 1st</a><br>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   | <a href="#">VeryGd</a> | <b>BC</b> | 3.0     | Out Of Print   | <del>\$12.00</del>          | <b>\$6.00</b>                            |
| 104669 | <a href="#">Luftwaffe 1st</a><br>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   | <a href="#">VeryGd</a> | <b>BC</b> | 3.0     | Out Of Print   | <del>\$12.00</del>          | <b>\$7.50</b>                            |
| 86201  | <a href="#">Moonstar</a><br>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   | <a href="#">Mint</a>   | BC        | 1.6     | Out Of Print   | <del>\$10.00</del>          | <b>\$5.00</b>                            |
| 92066  | <a href="#">Mustangs: Expansion Kit COPY</a><br>Photocopy of kit adds 62 addtl plane counters to Mustangs including some for Rumania, Poland, USSR, Italy, etc. Color copies of counters & b&w of charts. '93  | <a href="#">Mint</a>   | n         | 0.1     | Out Of Print   | <del>\$7.00</del>           | <b>\$4.00</b>                            |
| 100977 | <a href="#">Panzer Leader: 1940 Variant COPY</a><br>Color photocopy of countersheet plus 17pg b&w photocopy of rules & scenarios from Gen 15/2. 10 scenarios, counters & historical commentary adding units from 1940 campaign to Panzer Leader. '81   | <a href="#">Excel</a>  | n         | 0.3     | Out Of Print   | <del>\$15.00</del>          | <b>\$5.00</b>                            |
| 134694 | <a href="#">Roads to Gettysburg</a><br>No counter tray, otherws complete. 1 map board edge neatly trimmed to mate. Otherws complete & clean. ■ 3rd in Great Campaigns of ACW series. Op/strat lvl gm of 1863 campaign surrounding time Gettysburg. Div lvl. '94  | <a href="#">Excel</a>  | BC        | 1.8     | Out Of Print   | <del>\$75.00</del>          | <b>\$49.00</b>                           |
| 132072 | <a href="#">SL: Squad Leader Board # 1 UNMntd</a><br># 1 UNmounted map board.  | <a href="#">Mint</a>   | n         | 0.1     | Out Of Print   | <del>\$2.50</del>           | <b>\$1.00</b>                            |
| 132074 | <a href="#">SL: Squad Leader Board # 3 UNMntd</a><br>#3 Unmounted map board.   | <a href="#">Mint</a>   | n         | 0.1     | Out Of Print   | <del>\$2.50</del>           | <b>\$1.00</b>                            |
| 121290 | <a href="#">SL: Squad Leader Board # 4</a><br># 4 mounted board.   | <a href="#">Excel</a>  | n         | 0.5     | Out Of Print   | <del>\$5.00</del>           | <b>\$4.00</b>                            |
| 109213 | <a href="#">Stonewall in the Valley</a><br>No counter tray. Missing 11 (all) blanks; all units & markers present & otherws complete & clean. ■ Rgt/div lvl gm of campaign in Shenandoah Valley, Mar-Jun 1862. 4th in GBACW series. '95   | <a href="#">Excel</a>  | BC        | 1.8     | Out Of Print   | <del>\$45.00</del>          | <b>\$35.00</b>                           |

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|---|---|-----------------|-----|---------|----------------|-----------------------------|--|
| 135237                                    | <a href="#">UFO, the Game of Close Encounters</a>   | <u>&lt; New</u> | BC  | 1.0     | Out Of Print   | <del>\$12.00</del>          | <b>\$5.00</b>                            |
|   | New & shrinkwrapped, but box has a pencil eraser sized hole in box end panel. Warranted to be the only damage. ■ Very simple family game of alien invasion of Earth for 2 players. 2pgs of rules & suitable for most everyone. As the alien, you try to invade the earth by hiding behind things in the heavens, slowly approaching the Earth. As Earth, you must locate the invading fleet wherever they are hiding. '78   |                 |     |         |                |                             |  |
| 100982                                    | <a href="#">War at Sea: War at Sea VARIANT COPY</a>   | <u>Excel</u>    | n   | 0.1     | Out Of Print   | <del>\$4.00</del>           | <b>\$2.50</b>                            |
|   | Kit including color photocopy of 90-counter 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. Counters were announced as a separate product in General 15/3, and were based on variants from 13/3, 14/3, 14/4, 15/3.   |                 |     |         |                |                             |  |
| <b>AH 3M Reprints (AH-3M)</b>             |   |                 |     |         |                |                             |  |
| 88107                                     | <a href="#">Image 2nd</a>   | <u>Excel</u>    | BC  | 2.3     | Out Of Print   | <del>\$10.00</del>          | <b>\$4.00</b>                            |
|   | Simple family gm for 2-6 in which players think of people who match characteristics of various cards played by everyone that indicate time, place, activity, alive/dead, etc. Score more points the greater the number of qualifying cards.   |                 |     |         |                |                             |  |
| <b>AH Avalon Hill GENERAL Ma (AH Gen)</b> |   |                 |     |         |                |                             |  |
| 111897                                    | <a href="#">General Magazine 17/2</a>   | <u>VeryGd</u>   | n   | 0.3     | Out Of Print   | <del>\$9.00</del>           | <b>\$5.00</b>                            |
|   | No insert. Soiling & some crayon marks to mag cover front & back. Sml abrasion on cover. ■ ARTICLES ON: Cross of Iron overview; guide to AH's PC software (now ancient history); Waterloo variant scenario for 15 June; interview w/ Frank davis; Crescendo of Doom clarifications; Victory in the Pacific replay. '80  |                 |     |         |                |                             |  |
| 130967                                    | <a href="#">General Magazine 17/2</a>   | <u>VeryGd</u>   | n   | 0.3     | Out Of Print   | <del>\$10.00</del>          | <b>\$6.00</b>                            |
|   | No insert. 1/3 of rear cover lightly stained. ■ ARTICLES ON: Cross of Iron overview; guide to AH's PC software (now ancient history); Waterloo variant scenario for 15 June; interview w/ Frank davis; Crescendo of Doom clarifications; Victory in the Pacific replay. '80   |                 |     |         |                |                             |  |
| 99242                                     | <a href="#">General Magazine 17/4</a>   | <u>Excel</u>    | n   | 0.3     | Out Of Print   | <del>\$8.00</del>           | <b>\$3.00</b>                            |
|   | No inserts, 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                      |                 |     |         |                |                             |  |
| 64464                                     | <a href="#">General Magazine 17/4</a>   | <u>Mint</u>     | n   | 0.3     | Out Of Print   | <del>\$10.00</del>          | <b>\$4.00</b>                            |
|   | 1x3 Inventory label on cover, otherws mint. ■ 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  |                 |     |         |                |                             |  |
| 34385                                     | <a href="#">General Magazine 17/4</a>   | <u>New</u>      | n   | 0.3     | Out Of Print   | <del>\$11.00</del>          | <b>\$5.00</b>                            |
|   | New, but has a 1x3 Inventory label on cover. ■ 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 |                 |     |         |                |                             |  |
| 48045                                     | <a href="#">General Magazine 18/6</a>   | <u>Good</u>     | n   | 0.4     | Out Of Print   | <del>\$5.00</del>           | <b>\$1.00</b>                            |
|   | Mag missing cover page (first & last two pages). 1x3 Inventory label on cover. ■ Insert with British VitP OoB. ARTICLES ON: Flattop 2nd overview; & errata; Flattop Midway & Wake scenarios w/maps; Flattop optional rules; British air arm in Flattop; British fleet in Victory in the Pacific; air tactics in Midway'64; Native policy elaboration for Source of the Nile; Pacific scenarios for Submarine; Blitzkrieg variants. '82  |                 |     |         |                |                             |  |
| 99276                                     | <a href="#">General Magazine 20/5</a>   | <u>Excel</u>    | n   | 0.4     | Out Of Print   | <del>\$9.00</del>           | <b>\$3.00</b>                            |
|   | w/insert. ■ Insert. ARTICLES ON: Bull Run replay & history of commanders present; Bull Run Confed opening placement; Little Round Top analsis; Diplomacy; Gunslinger scenario; leaders in intermediate Gettysburg '77; Wooden Ships & Iron Men scenarios involving the fictional character Richard Bolitho by Arthur Kent. '84  |                 |     |         |                |                             |  |
| 41154                                     | <a href="#">General Magazine 20/5</a>   | <u>New</u>      | n   | 0.4     | Out Of Print   | <del>\$13.00</del>          | <b>\$5.00</b>                            |
|   | 1x3 Inventory label on cover. ■ 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  |                 |     |         |                |                             |  |
| 94045                                     | <a href="#">General Magazine 21/4</a>   | <u>VeryGd</u>   | n   | 0.4     | Out Of Print   | <del>\$6.00</del>           | <b>\$2.50</b>                            |
|   | No insert, otherws EX. ■ 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 scario 2000; Soviet play in Third Reich; common Axis errors in Stalingrad. '85   |                 |     |         |                |                             |  |
| 94039                                     | <a href="#">General Magazine 22/4</a>   | <u>VeryGd</u>   | n   | 0.4     | Out Of Print   | <del>\$5.00</del>           | <b>\$2.00</b>                            |
|   | 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          |                 |     |         |                |                             |  |
| 71607                                     | <a href="#">General Magazine 23/4</a>   | <u>Excel</u>    | n   | 0.5     | Out Of Print   | <del>\$6.00</del>           | <b>\$3.00</b>                            |
|   | 1x3 Inventory label on cover. ■ Empires in Arms strategy & errata; 2-player War & Peace; Austerlitz scenario strategy in War & Peace; Napoleonic era scenarios for Wooden Ships & Iron Men; solitair Stellar Conquest; Allied strategy in Napoleon; British N.Africa strategy in Third Reich; Yellowstone.  |                 |     |         |                |                             |  |

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| Part# | Game Title & Edition ( & Issue# for Mags)  | Condtn                 | Box | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|-------|--|------------------------|-----|---------|----------------|-----------------------------|--|
| 79253 | <a href="#">General Magazine 26/5</a><br>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   | <a href="#">Excel</a>  | n   | 0.4     | Out Of Print   | <del>\$7.00</del>           | <b>\$2.00</b>                            |
| 64601 | <a href="#">General Magazine 28/2</a><br>1x3 Inventory label on cover. ■ ARTICLES ON: US Marines in ASL; Origins ASL Tourney scenarios pt2; Scenario briefing for ASL scenarios A25; Avaloncon II ; Advanced Civilization variant; Republic of Rome strategy; Flashpoint, Golan strategy & addtl 1992 scenario; B-17 tourney scenario; Statis Pro Football variant. '92  | <a href="#">Excel</a>  | n   | 0.4     | Out Of Print   | <del>\$6.00</del>           | <b>\$2.00</b>                            |
| 71631 | <a href="#">General Magazine 28/2</a><br>1x3 Inventory label on cover, otherws new. ■ ARTICLES ON: US Marines in ASL; Origins ASL Tourney scenarios pt2; Scenario briefing for ASL scenarios A25; Avaloncon II ; Advanced Civilization variant; Republic of Rome strategy; Flashpoint, Golan strategy & addtl 1992 scenario; B-17 tourney scenario; Statis Pro Football variant. '92   | <a href="#">New</a>    | n   | 0.4     | Out Of Print   | <del>\$9.00</del>           | <b>\$4.00</b>                            |
| 94130 | <a href="#">General Magazine 28/6</a><br>No Insert, otherws EX. ■ ARTICLES ON: Advanced Third Reich initial observations; air & naval combat in Advanced Third Reich; Mediterranean strategies in Adv Third Reich; the double turn in Advanced Third Reich; suggested rules changes for Adv Third Reich; new rules for U-Boats in Adv Third Reich; PBM Adv Third Reich; ASL Scen T13 & T14; Guns of August streamlined rules; satirical Third Reich 4th variant; Rising Sun preview; Up Front scenario; Brakout Normandy preview; Adv Third Reich & Up Front/Banzai errata. '93  | <a href="#">VeryGd</a> | n   | 0.4     | Out Of Print   | <del>\$6.00</del>           | <b>\$2.00</b>                            |
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| 79265 | <a href="#">General Magazine 29/1</a><br>w/ insert. ■ Insert. ARTICLES ON: Avaloncon '93; History of the World scoring sheet & variant; History of the World walk thru; bidding for your empire in History of the World; defending turf in History of the World; We the People Preview; Roadkill intro; AtlantiCon'92 ASL tourney scenarios;Assassin previw. '93   | <a href="#">Excel</a>  | n   | 0.4     | Out Of Print   | <del>\$6.00</del>           | <b>\$2.00</b>                            |
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| 66984 | <a href="#">General Magazine 29/2</a><br>1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: We the People strategy & replay; history of Lafayette; Acquire variants; We the People design notes; Kingmaker PC preview; ASL scenario briefing analysis of To the Last Man (from 24/1); Break Normandy preview; Up Front tourny rules. '94  | <a href="#">Excel</a>  | n   | 0.4     | Out Of Print   | <del>\$6.00</del>           | <b>\$2.00</b>                            |
| 94157 | <a href="#">General Magazine 29/2</a><br>No inserts, otherws EX. ■ Inserts. ARTICLES ON: We the People strategy & replay; history of Lafayette; Acquire variants; We the People design notes; Kingmaker PC preview; ASL scenario briefing analysis of To the Last Man (from 24/1); Break Normandy preview; Up Front tourny rules. '94  | <a href="#">VeryGd</a> | n   | 0.4     | Out Of Print   | <del>\$4.00</del>           | <b>\$2.00</b>                            |
| 92989 | <a href="#">General Magazine 29/2</a><br>w/ inserts. ■ Inserts. ARTICLES ON: We the People strategy & replay; history of Lafayette; Acquire variants; We the People design notes; Kingmaker PC preview; ASL scenario briefing analysis of To the Last Man (from 24/1); Break Normandy preview; Up Front tourny rules. '94  | <a href="#">Excel</a>  | n   | 0.4     | Out Of Print   | <del>\$6.00</del>           | <b>\$3.00</b>                            |
| 71691 | <a href="#">General Magazine 29/2</a><br>w/inserts. 1x3 Inventory label on cover. Otherws new. ■ Inserts. ARTICLES ON: We the People strategy & replay; history of Lafayette; Acquire variants; We the People design notes; Kingmaker PC preview; ASL scenario briefing analysis of To the Last Man (from 24/1); Break Normandy preview; Up Front tourny rules. '94  | <a href="#">New</a>    | n   | 0.4     | Out Of Print   | <del>\$7.00</del>           | <b>\$4.00</b>                            |
| 71698 | <a href="#">General Magazine 29/3</a><br>1x3 Inventory label on cover, otherws new ■ Inserts. ARTICLES ON: German defense in Breakout, Normandy; Allied options in Breakout Normandy; Guerilla preview; effective assassinations in Assassin; 7-player History of the World; Adv Civilization variant; Operation Crusader PC tactics; ASL scenario G19 Tough Nut to Crack analysis; Operation Crusader review; Breakout Normandy replay pt 1. '94  | <a href="#">New</a>    | n   | 0.4     | Out Of Print   | <del>\$7.00</del>           | <b>\$4.00</b>                            |
| 71712 | <a href="#">General Magazine 29/4</a><br>1x3 Inventory label on cover, otherws new. ■ 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 BtIs 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 | <a href="#">New</a>    | n   | 0.4     | Out Of Print   | <del>\$7.00</del>           | <b>\$3.00</b>                            |
| 71759 | <a href="#">General Magazine 29/5</a><br>1x3 Inventory label on cover, otherws new. ■ 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   | <a href="#">New</a>    | n   | 0.4     | Out Of Print   | <del>\$5.00</del>           | <b>\$2.50</b>                            |
| 94161 | <a href="#">General Magazine 29/6</a><br>w/inserts (Wrasslin). ■ 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  | <a href="#">Excel</a>  | n   | 0.4     | Out Of Print   | <del>\$4.00</del>           | <b>\$2.00</b>                            |

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| 71765 | <a href="#">General Magazine 29/6</a>  | <a href="#">New</a>    | n   | 0.4     | Out Of Print   | <del>\$5.00</del>           | <b>\$3.00</b>                            |
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| 94146 | <a href="#">General Magazine 30/4</a>  | <a href="#">VeryGd</a> | n   | 0.4     | Out Of Print   | <del>\$4.00</del>           | <b>\$2.00</b>                            |
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| 66989 | <a href="#">General Magazine 30/4</a>  | <a href="#">Excel</a>  | n   | 0.4     | Out Of Print   | <del>\$5.00</del>           | <b>\$2.00</b>                            |
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| 71844 | <a href="#">General Magazine 30/4</a>  | <a href="#">New</a>    | n   | 0.4     | Out Of Print   | <del>\$6.00</del>           | <b>\$3.00</b>                            |
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| 79275 | <a href="#">General Magazine 30/5</a>  | <a href="#">Excel</a>  | n   | 0.4     | Out Of Print   | <del>\$5.00</del>           | <b>\$2.00</b>                            |
|       | w/ insert; 1 March Madness Card & 2" portion of Londons Burning Raid Log marred by envelope gum removal. Pages 31-34 (w/ ASL scenarios) removed. Otherws EX. ■ Insert. ARTICLES ON: Mustang review w/ additional scenarios & variant rules; Exhaustive aircraft characteristics for all nations for Mustangs; Machiavelli 3rd replay; Londons Burning review w/ play aids; March Madness dream teams w/ insert cards; History of the World variant to prevent a fixed-order last turn; interview w/ Bill Levey; weapon breakdowns in ASL. '96  |                        |     |         |                |                             |  |
| 66995 | <a href="#">General Magazine 31/5</a>  | <a href="#">Excel</a>  | n   | 0.4     | Out Of Print   | <del>\$6.00</del>           | <b>\$2.00</b>                            |
|       | Mailing label on cover. 1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: Age of Renaissance analysis & strategy; ZOC game feedback analysis; reviews of COA Jena; winning strategy in tourney play of Britannia, Colonial Dip; strategy in a tourney ASL scenario on Poland; strategy in History of the World; PC History of the World intro; Stonewall's Last Battle replay; review of DG Krieg, GAMERS GD'41; Survival of the Witless game system analysis; Age of Renaissance errata, analysis & variant w/ insert; Master of Orion II PC review; Princess Ryan's Star Marines preview; 1pg history of the war in Italy, 1943-4 using Anzio. '97 |                        |     |         |                |                             |  |
| 43832 | <a href="#">General Magazine 31/5</a>  | <a href="#">New</a>    | n   | 0.4     | Out Of Print   | <del>\$6.00</del>           | <b>\$3.00</b>                            |
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| 94017 | <a href="#">General Magazine 32/1</a>  | <a href="#">VeryGd</a> | n   | 0.4     | Out Of Print   | <del>\$5.00</del>           | <b>\$2.00</b>                            |
|       | w/ inserts. Last 4pgs of mag mildly moisture warped. ■ Inserts. ARTICLES ON: Starship Troopers '97 replay w/ 2 scenarios; Princess Ryan's Star Marines Mission 24 analysis; Warcraft II analysis; Titan, the Arena analysis; Stellar Conquest solitaire variant; Dune 9player variant w/ insert; convention thoughts & notes; tips for Heroes of Might & Magic II PC; Great War at Sea, Mediterranean 1st strategy; Machiavelli 3rd errata; strategy in Breakout, Normandy pt 2; Gamers Crusader, Africa reviews; 'Aliens' variant for Starship Troopers '97. '98  |                        |     |         |                |                             |  |

### AH Battleline Reprints (AH-BL)

|        |   |                      |           |     |              |                    |                |
|--------|---|----------------------|-----------|-----|--------------|--------------------|----------------|
| 111760 | <a href="#">Flattop 2nd</a>   | <a href="#">Good</a> | <b>GB</b> | 5.6 | Out Of Print | <del>\$25.00</del> | <b>\$20.00</b> |
|        | Playable with some work, but not complete. Missing 132 neutral markers & 145 aggregate unit counters (eg DD flotillas, air group markers, base markers, etc); ID & color photocopies of countersheets included. Play will require making many of these missing counters. All individual air & ship counters present. 7-hex stain on map. Otherws EX. ■ Rising sun box cover. Excell cat & mouse carrier battles game in S. Pacific. |                      |           |     |              |                    |                |

### Alea Magazine (Ludopress) (Alea)

<http://www.SimTacLudoPress.net>

|        |   |                          |   |     |  |                    |                |
|--------|---|--------------------------|---|-----|--|--------------------|----------------|
| 109101 | <a href="#">Kursk 1943, La Pinza Sur pt 2 # 33 (w/Mag)</a>  | <a href="#">&lt; New</a> | n | 0.5 |  | <del>\$25.00</del> | <b>\$15.00</b> |
|        | Sml, 1/2" tear from edge of rear mag cover. Otherws new. ■ Mag + Game. w/52pg mag. Pt 2 of 2 parts of game; 1st half printed in #31. Kursk is a rgt level game of the German's Summer 1943 offensive. Includes about 340 counters in mag that must be mounted & cut apart. Also include LA SOMBRA DEL AGUILA, a game of 2 Napoleonic btls set in Spain, Somosierra, Nov 1808, & Madrid, Dec 1808. Spanish magazine with ALL material in Spanish; includes Englished translated rules to Kursk, & translation avail at www.Grognard.com. '09 |                          |   |     |  |                    |                |
| 128085 | <a href="#">La Guerra de Africa 1859-60 #28 (w/Mag)</a>   | <a href="#">&lt; New</a> | n | 0.5 |  | <del>\$28.00</del> | <b>\$20.00</b> |
|        | Has sml (1/8x1/4") mar on mag cover plus a sticky spot; otherws new. Includes English translated rules. ■ Mag & Game. Game of 3 grand tactical battles of the Spanish-Moroccan War of 1859-60: Castillejos 1859, Wad Ras 1860, Tetuan 1860. Includes 3 small maps, 200 counter that must be mounted & cut apart to play. Btl/rgt level. All magazine & game rules in Spanish. '03   |                          |   |     |  |                    |                |

### Amarillo Design Group (ADB)

<http://www.starfleetgames.com>

|        |   |                        |    |     |              |                    |                |
|--------|---|------------------------|----|-----|--------------|--------------------|----------------|
| 134409 | <a href="#">Federation and Empire: Combined Operatns</a>  | <a href="#">VeryGd</a> | Bk | 1.4 | Out Of Print | <del>\$15.00</del> | <b>\$12.00</b> |
|        | Missing 10 counters from 1 of 4 identical countersheets; otherws unpunched & complete; ID apparent. ■ Expands the F&E game system with electronic warfare, marine landing troops, light tactical transports, war destroyers, monitors, prime teams, stasis field generators, auxiliary carriers, 8 new scenarios, and much more. Includes 800+ die-cut counters, plus rules and special maps. '03 |                        |    |     |              |                    |                |

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|---|--|-----------------------|-----------|---------|----------------|-----------------------------|--|
| 122529  | <a href="#">Star Fleet Marines, Last Stand</a>   | <a href="#">New</a>   | Fo        | 0.8     | Out Of Print   | <del>\$25.00</del>          | <b>\$22.00</b>                           |
|   | Second module in this new series set in the SFB/Starmada & Fed Commander universe. Focuses on ground combat at the squad level. Adds rules for external passengers, outposts, attacks on bases, adds new unit types (AFVs, heavy shuttles, ground bombardment shuttles), adds new terrain, plus 11 scenarios. Includes 560 counters & an updated rulebook. '13   |                       |           |         |                |                             |  |
| <b>Asgard Inc. (Asgard)</b>   |  |                       |           |         |                |                             |  |
| 76835   | <a href="#">Miniature: Germanic Axe Warrior</a>  | <a href="#">Excel</a> | <b>LB</b> | 4.8     | Out Of Print   | <del>\$5.00</del>           | <b>\$5.00</b>                            |
|   | 6" lead mini of a Germanic or Nordic axe-wielding warrior. Assy reqd. Weighs 4.8lbs.   |                       |           |         |                |                             |  |
| <b>Asmodee Editions (Asmodee)</b> <a href="http://www.asmodee-us.com">http://www.asmodee-us.com</a>             |  |                       |           |         |                |                             |  |
| 106671  | <a href="#">Werewolves of Miller's Hollow MINI Editn</a>   | <a href="#">New</a>   | n         | 0.1     | Out Of Print   | <del>\$1.00</del>           | <b>\$0.25</b>                            |
|   | Miniature version of this card game, here played with about 20 1.5" square paper tiles, making it a quick playing, very portable simple multiplayer, live action role playing of discovering who is the werewolf. '14  |                       |           |         |                |                             |  |
| <b>Australian Design Group (ADG)</b> <a href="http://www.a-d-g.com.au">http://www.a-d-g.com.au</a>              |  |                       |           |         |                |                             |  |
| 133275  | <a href="#">World in Flames 7th: Divisions in Flames</a>   | <a href="#">New</a>   | n         | 0.3     |                | <del>\$20.00</del>          | <b>\$16.00</b>                           |
|   | Kit containing 2 countersheets (#49 & 50) with 400 counters providing the independent division-level forces for all countries. '18   |                       |           |         |                |                             |  |
| 133256  | <a href="#">World in Flames 7th: Territories in Flms</a>   | <a href="#">New</a>   | n         | 0.3     |                | <del>\$20.00</del>          | <b>\$16.00</b>                           |
|   | Kit containing 2 countersheets (#47 & 48) with 400 counters providing forces for the minor territories, militias, Siberians & Ukrainians, of the world. Compatible with the Collectors/7th Edition. '18  |                       |           |         |                |                             |  |
| <b>Avalanche Press, Ltd. (Avalan)</b> <a href="http://www.AvalanchePress.com">http://www.AvalanchePress.com</a> |  |                       |           |         |                |                             |  |
| 127347  | <a href="#">Gazala 1942</a>  | <a href="#">Mint</a>  | SC        | 0.6     | Out Of Print   | <del>\$18.00</del>          | <b>\$12.00</b>                           |
|   | Cherry. ■ Modestly simple game of one of Rommel's greater victories where he out-manuevered & out-fought the numerically superior Allies in spring 1942 in N.Africa. Uses the America Triumphant system. '05   |                       |           |         |                |                             |  |
| 110942  | <a href="#">Gazala 1942</a>  | <a href="#">New</a>   | SC        | 0.6     | Out Of Print   | <del>\$20.00</del>          | <b>\$17.50</b>                           |
|   | Modestly simple game of one of Rommel's greater victories where he out-manuevered & out-fought the numerically superior Allies in spring 1942 in N.Africa. Uses the America Triumphant system. '05   |                       |           |         |                |                             |  |
| 86237   | <a href="#">Granada, Fall of Moslem Spain</a>  | <a href="#">New</a>   | BC        | 2.4     | Out Of Print   | <del>\$35.00</del>          | <b>\$17.50</b>                           |
|   | Small game of the last 10 years of the Reconquista of Spain which forced the Moors out of Iberia. Point-to-point movement with 120 colorful but simple counters, 1 mounted map, 8pgs of rules. R.Markham'03  |                       |           |         |                |                             |  |
| 134163  | <a href="#">Panzer Grenadiers, 1940 Fall of France2d</a>   | <a href="#">New</a>   | BC        | 2.4     | Out Of Print   | <del>\$75.00</del>          | <b>\$65.00</b>                           |
|   | Reprint with a sleeved box & new box art. Game of tactical combat during the brief campaign in France, 1940, using the PG system. Includes 660 counters, 8 maps, 50 scenarios focused on the French. P.Leonard'14  |                       |           |         |                |                             |  |
| 133470  | <a href="#">Panzer Grenadiers, Kursk, Burning Tigers</a>   | <a href="#">New</a>   | BC        | 1.9     | Out Of Print   | <del>\$79.00</del>          | <b>\$59.00</b>                           |
|   | Last copy. ■ Game of the northern flank of Kursk, 1943, the largest tank battle in history. Covers the German 9th Army's 3 Panzer Corps' assault on the Soviet 13th Army. Includes 4 maps, 517 counters. 200m/hex, platoon level, 40 scenarios. Does NOT require any other game or kit to play. M.Perryman'14  |                       |           |         |                |                             |  |
| 136874  | <a href="#">Panzer Grenadiers: Armata Romana Kit</a>   | <a href="#">New</a>   | zl        | 0.4     |                | <del>\$19.00</del>          | <b>\$17.50</b>                           |
|   | Scenario kit for Fire in the Steppe, adding 98 counters for the Romanian Army, 20 scenarios & 3 campaigns linking scenarios. '18   |                       |           |         |                |                             |  |
| 80943   | <a href="#">Panzer Grenadiers: Fronte Russo Kit</a>  | <a href="#">New</a>   | Bk        | 0.6     | Out Of Print   | <del>\$22.00</del>          | <b>\$15.00</b>                           |
|   | Kit covering the history of the Italian army on the East Front 1941-2. 64pgs add elite Italian troops with 41 scenarios, background history, and 165 counters '07  |                       |           |         |                |                             |  |
| 105805  | <a href="#">Panzer Grenadiers: Hopeless Not Serious</a>  | <a href="#">New</a>   | Bk        | 0.5     | Out Of Print   | <del>\$25.00</del>          | <b>\$20.00</b>                           |
|   | Scenario kit for PG containing 16 scenarios taken from battles between Austrian forces & Nazi militias in 1934, or hypothetical battles had Austria resisted Germany in 1938. Req Eastern Front, Rd to Berlin, Bulge, Elsenborn, Cassino, Edelweiss & Sinister Forces. '10   |                       |           |         |                |                             |  |
| 118819  | <a href="#">Panzer Grenadiers: Jungle Fighting Kit</a>   | <a href="#">New</a>   | Bk        | 0.6     | Out Of Print   | <del>\$20.00</del>          | <b>\$14.00</b>                           |
|   | Last copy. ■ Kit for Panzer Grenadier Semper Fi Guadalcanal that provides 42 scenarios of jungle fighting on Guadalcanal & nearby islands Aug'42-Feb'43. Requires both Guadalcanal & Btl of Bulge PG games. '04  |                       |           |         |                |                             |  |
| 100240  | <a href="#">Panzer Grenadiers: Kokoda Trail Kit</a>  | <a href="#">New</a>   | Bk        | 0.5     | Out Of Print   | <del>\$22.00</del>          | <b>\$19.00</b>                           |
|   | Kit covering multiple battles along the Kokoda Trail as the Japanese attempt to press on Port Moresby, New Guinea, after the failure of their seaborne assault at Coral Sea. 30 scenarios w/ historical article. '09   |                       |           |         |                |                             |  |
| 126638  | <a href="#">Panzer Grenadiers: Land Cruisers kit</a>   | <a href="#">New</a>   | Fo        | 0.4     | Out Of Print   | <del>\$18.00</del>          | <b>\$15.00</b>                           |
|   | Dieselpunk comes to the PG series. Assuming Wilson was able to negotiate a peace ending WWI, and that all nations survived that war, a Second Great War erupts in 1940 with the Allies attacking Germany in a naked land grab. German launches its most secret weapon, a huge tank called the land cruiser. This is an imaginative scenario kit set in an alt-history universe. Reqs 1940, Elsenborn Ridge to play all 10 scenarios. Includes 80 counters. '18 |                       |           |         |                |                             |  |

| Part#   | Game Title & Edition ( & Issue# for Mags)  | Condtn                | Box | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|---|--|-----------------------|-----|---------|----------------|-----------------------------|--|
| 121664  | <a href="#">Panzer Grenadiers: Marianas 1944</a>   | <a href="#">New</a>   | Bk  | 0.5     |                | <del>\$25.00</del>          | <b>\$22.50</b>                           |
|   | Scenario booklet with 30 scenarios, 24 counters & 2 maps covering the US invasion of the Marianas in 1944. Counters include new unit types (eg Japanese truck-mounted anti-tank guns, coastal artill, flame-throwing tanks, & the entire Guamanian OoB). Reqs Saipan 1944 to play. J.Townsend'14   |                       |     |         |                |                             |  |
| 110374  | <a href="#">Panzer Grenadiers: North Wind Kit</a>  | <a href="#">New</a>   | Fo  | 0.4     | Out Of Print   | <del>\$10.00</del>          | <b>\$5.00</b>                            |
|   | Kit with scenarios covering a diversionary offensive near Strasburg during the Battle of the Bulge, w/ 10 scenarios based on battles between the US 7th Army and various German units. Req Road to Berlin, Btl of Bulge, Easter Front, Airborne, Red Warriors & Iron Curtain to play all scenarios. M.Bennighof'07   |                       |     |         |                |                             |  |
| 94889   | <a href="#">Panzer Grenadiers: Polish Steel</a>  | <a href="#">New</a>   | Bk  | 0.3     | Out Of Print   | <del>\$18.00</del>          | <b>\$14.00</b>                           |
|   | Scenario booklet focused on the what-if cold war tensions had led to war in the late 1940s, and the Polish I & II corps fought their way back to their homeland. Includes 77 counters. Req ownership of 9 games & supplements to play all 10 scenarios. '10  |                       |     |         |                |                             |  |
| 95504   | <a href="#">Panzer Grenadiers: Romanian Soil Kit</a>   | <a href="#">New</a>   | Bk  | 0.2     | Out Of Print   | <del>\$8.00</del>           | <b>\$4.00</b>                            |
|   | Kit covering the battles for Targu Frumos in 1944 as the Soviet 2nd Ukrainian Front attempts to outflank the Romanian Strunga fortification line. 10 scenarios. Reqs Eastern Front, Road to Berlin, Btl Bulge, Elsenborn & Red Warriors to play all scenarios. 200m/hex, pltn level. '09   |                       |     |         |                |                             |  |
| 94860   | <a href="#">Panzer Grenadiers: Siegfried Line Kit</a>  | <a href="#">New</a>   | Bk  | 0.2     | Out Of Print   | <del>\$8.00</del>           | <b>\$7.00</b>                            |
|   | Scenario booklet focused on battles for the German Siegfried Line late in the war. '09   |                       |     |         |                |                             |  |
| 126635  | <a href="#">Panzer Grenadiers: Spearhead DivisionKit</a>   | <a href="#">New</a>   | zl  | 0.5     | Out Of Print   | <del>\$18.00</del>          | <b>\$17.00</b>                           |
|   | Scenario kit for the Panzer Grenadier series. Provides 25 new scenarios requiring Elsenborn Ridge to play, all focused on the crack 3rd 'Spearhead' Armored division, with 4 campaigns that link scenarios together in a series. 88 counters.'17   |                       |     |         |                |                             |  |
| 121879  | <a href="#">Panzer Grenadiers: WINTER WONDERLND MAPS</a>   | <a href="#">New</a>   | n   | 0.3     | Out Of Print   | <del>\$17.00</del>          | <b>\$15.00</b>                           |
|   | Winter Wonderland Kit consisting of 4 revised maps depicting the terrain in Elsenborn in snow covered winter white. '11  |                       |     |         |                |                             |  |
| 134686  | <a href="#">Red God of War, Operations Mars 1942</a>   | <a href="#">New</a>   | HC  | 1.0     | Out Of Print   | <del>\$29.00</del>          | <b>\$15.00</b>                           |
|   | 1st edition with printed box. ■ Game of the Soviet Mars offensive in late 1942, in which the Soviets attacked the German lines closest to Moscow. The Germans achieved a defensive victory. Uses the America Triumphant/Alsace game system. Fast playing, 280 counters, 5mi/hex, rgt/div level. '05  |                       |     |         |                |                             |  |
| 132469  | <a href="#">Red Vengeance, Defeat of Nazi Germany</a>  | <a href="#">Mint</a>  | SC  | 0.6     | Out Of Print   | <del>\$15.00</del>          | <b>\$10.00</b>                           |
|   | Minor box edge scuffs. Otherws mint/unpunched & clean. ■ Stand-alone game that is also a mateable sequel to Defiant Russia. Large scale game of the war in the east during the last year of WW2. 40mi/hex, 140 counters. '06   |                       |     |         |                |                             |  |
| 108458  | <a href="#">Red Vengeance, Defeat of Nazi Germany</a>  | <a href="#">New</a>   | SC  | 0.6     | Out Of Print   | <del>\$22.00</del>          | <b>\$20.00</b>                           |
|   | Stand-alone game that is also a mateable sequel to Defiant Russia. Large scale game of the war in the east during the last year of WW2. 40mi/hex, 140 counters. '06  |                       |     |         |                |                             |  |
| 133474  | <a href="#">Second WW at Sea: Ships of Plan Z Kit</a>  | <a href="#">New</a>   | zl  | 0.4     | Out Of Print   | <del>\$25.00</del>          | <b>\$22.50</b>                           |
|   | Second World War at Sea series scenario kit depicting hypothetical fleet actions had Germany's planned Plan Z navy been deployed. '17  |                       |     |         |                |                             |  |
| 80175   | <a href="#">Tears of the Dragon</a>  | <a href="#">New</a>   | HC  | 1.0     | Out Of Print   | <del>\$15.00</del>          | <b>\$10.00</b>                           |
|   | 2 player game of warlords seeking to discover the key to release a cursed princess in a dragon's body. Using soldiers & wizards, players battle to be the first to transform the dragon back to a princess. Fought on a small mounted map of a medieval land, w/ 60 counters & very simple rules. Possibly a good Beginner's game. '03   |                       |     |         |                |                             |  |
| 120053  | <a href="#">Winter Fury, Battle of Tolvajarvi 1st</a>  | <a href="#">Mint</a>  | HC  | 1.0     | Out Of Print   | <del>\$25.00</del>          | <b>\$15.00</b>                           |
|   | Stand-alone game using a system similar to, and allowing linking with, the earlier Blood on the Snow game. 3 Soviet divisions are stopped by far-outnumbered Finns, scoring their first victory of the Winter War, 1939. 2k/hex. 140 counters, 3 scenarios. '001   |                       |     |         |                |                             |  |
| <b>Avalon Hill VICTORY Mag (AH VM)</b>  |  |                       |     |         |                |                             |  |
| 94009   | <a href="#">Victory Magazine #1 [Gulf Strike]</a>  | <a href="#">Excel</a> | n   | 0.2     | Out Of Print   | <del>\$4.00</del>           | <b>\$2.00</b>                            |
|   | ARTICLES ON: in-dept strategy in Gulf Strike, plus some optional rules. '84  |                       |     |         |                |                             |  |
| 99097   | <a href="#">Victory Magazine #3 [Nato]</a>   | <a href="#">Excel</a> | n   | 0.2     | Out Of Print   | <del>\$5.00</del>           | <b>\$3.00</b>                            |
|   | ARTICLES ON: strategy & a new scenario for NATO, Next War in Europe; 1809 Designer's Notes. '84  |                       |     |         |                |                             |  |
| 84770   | <a href="#">Victory Magazine #6 [Cold War]</a>   | <a href="#">Excel</a> | n   | 0.2     | Out Of Print   | <del>\$4.00</del>           | <b>\$2.00</b>                            |
|   | ARTICLES ON: Vietnam errata (1pg); Cold War design analysis & strategy, plus optional rules; Adding British to Ambush; the Marine's CAP strategy in Vietnam as an optional set of rules. '84   |                       |     |         |                |                             |  |
| 84772   | <a href="#">Victory Magazine #8 [Index]</a>  | <a href="#">Excel</a> | n   | 0.2     | Out Of Print   | <del>\$5.00</del>           | <b>\$2.00</b>                            |
|   | Final issue of Victory as a distinct mag. ARTICLES ON: Index to articles in issues #1 - 8; Soviet strategy in NATO; NLF strategy in Vietnam; German & American airborne strategy in Hell's Highway; errata for Cold War, 6th Fleet & NATO. '85   |                       |     |         |                |                             |  |
| <b>BSO Games (BSO)</b>  |  |                       |     |         |                |                             |  |
| <a href="http://richardhberg.tripod.com/bso.html">http://richardhberg.tripod.com/bso.html</a> |  |                       |     |         |                |                             |  |
| 74533   | <a href="#">Bitter Victory 1st</a>   | <a href="#">New</a>   | n   | 0.5     | Out Of Print   | <del>\$18.00</del>          | <b>\$15.00</b>                           |
|   | Last copy. ■ Simpler game of the Allied invasion of Sicily in 1943 that is fast & fun. Unit strength translates to the number of dice rolled for combat (ala the Block Game System). Also provides an optional resource 20-card deck that allows players to perform a limited number of actions among the many options they have, such as rallying units, or using armored abilities, getting supplies, etc. 224 Counters must be mounted & cut apart. 3.5mi/hex, 2day/turn, btl/rgt level. Well done map on 4 11x17 heavy stock panels. R.Berg'06 |                       |     |         |                |                             |  |



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| Part#  | Game Title & Edition ( & Issue# for Mags)   | Condtn                 | Box | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|--|---|------------------------|-----|---------|----------------|-----------------------------|--|
| 80143  | <a href="#">Blackshirt, Italian Invasion of Egypt</a>   | <a href="#">New</a>    | Fo  | 0.3     | Out Of Print   | <del>\$17.50</del>          | <b>\$16.00</b>                           |
|  | Simpler game using BSO's Bitter Victory system to cover Italy's abortive invasion of Egypt, 1940, and their disastrous rout from the frontier. Minimal rules, and a small deck of card for each player that provides special abilities or cancels opponent's abilities. 135 Counters must be mounted and cut apart. R.Berg'07   |                        |     |         |                |                             |  |
| <b>Centurion Military Hobbys (Centur)</b>  |   |                        |     |         |                |                             |  |
| 91924  | <a href="#">Alien Armada</a>  | <a href="#">VeryGd</a> | BC  | 0.6     | Out Of Print   | <del>\$20.00</del>          | <b>\$10.00</b>                           |
|  | 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   |                        |     |         |                |                             |  |
| <b>Chaosium (Chaos)</b> <a href="http://www.chaosium.com">http://www.chaosium.com</a>            |   |                        |     |         |                |                             |  |
| 83316  | <a href="#">Mythos CCG Parts</a>  | <a href="#">Mint</a>   | n   | 0.2     | Out Of Print   | <del>\$0.25</del>           | <b>\$0.10</b>                            |
|  | 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.   |                        |     |         |                |                             |  |
| <b>CheapAss Games (Cheapa)</b> <a href="http://www.cheapass.com">http://www.cheapass.com</a>     |   |                        |     |         |                |                             |  |
| 124712   | <a href="#">Unexploded Cows Around the World Booster</a>  | <a href="#">New</a>    | n   | 0.1     | Out Of Print   | <del>\$2.50</del>           | <b>\$0.25</b>                            |
|  | Set of ~10 Around the World Alternate City Deck cards.  |                        |     |         |                |                             |  |
| <b>Chessex Manufacturing (Chesx)</b> <a href="http://www.chessex.com">http://www.chessex.com</a> |   |                        |     |         |                |                             |  |
| 127025   | <a href="#">Counter Tray, Chessex Style Tray</a>  | <a href="#">New</a>    | n   | 0.2     |                | <del>\$2.79</del>           | <b>\$2.49</b>                            |
|  | 1pc fold-over, clear plastic counter trays with 16 1.5x2.5" compartments. These are similar to the AH style trays. RECOMMENDED due to their construction and price. '03   |                        |     |         |                |                             |  |
| <b>Clash of Arms (CofA)</b> <a href="http://www.clashofarms.com">http://www.clashofarms.com</a>  |   |                        |     |         |                |                             |  |
| 122368   | <a href="#">La Bataille SERIES RULES, 4th Ed.</a>   | <a href="#">New</a>    | n   | 0.5     |                | <del>\$12.00</del>          | <b>\$7.50</b>                            |
|  | Nicely done reworking of the series rules to the entire La Bataille series. Retains the French phrasology, but rules are tighter. E.Wimble'97   |                        |     |         |                |                             |  |
| 119326   | <a href="#">Mercy, War Without... 2nd</a>   | <a href="#">New</a>    | BC  | 1.8     |                | <del>\$50.00</del>          | <b>\$44.00</b>                           |
|  | Reprint with new (& nice) box art. Strategic, div/corp lvl gm of the war in the East 1941-4 using 2 maps, 8400 counters. Very nicely done graphics on counters & map. Game mates with Brute Force & the Mediterranean. R.Beyma'11   |                        |     |         |                |                             |  |
| 105683   | <a href="#">Naval SITREP Magazine #32</a>   | <a href="#">New</a>    | n   | 0.4     |                | <del>\$5.00</del>           | <b>\$4.00</b>                            |
|  | Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. Covers the newest changes to the navies of the world, plus new scenarios & conflicts. ARTICLES ON: Balearic Belligerents 1937 scenario for CAS; new Iranian aircraft; Harpoon Convoy ambush scenario; rebuilding the Russian air force; PT Survivor scenario for CAS; unified critical hit & damage control rules for Admiralty series; Russia's Pacific Fleet; Harpoon rule change for Carrier Flight Decks; Afterburners in a dogfight & missile movement errata; aircraft damage value listing; short of war CAS scenario; India's Barak refits. '07 |                        |     |         |                |                             |  |
| 112246   | <a href="#">Naval SITREP Magazine #34</a>   | <a href="#">New</a>    | n   | 0.4     |                | <del>\$5.00</del>           | <b>\$4.00</b>                            |
|  | Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. Covers the newest changes to the navies of the world, plus new scenarios & conflicts. ARTICLES ON: Dance of the Vampires Harpoon scenario in the N.Atlantic; Bight Me Fear God scenario 1914; new Uzbek & S.Korean ships, air force tankers; 1944 English Channel scenario for CAS; Harpoon data for Columbian, Venezuelan & Equadoran navies; list of modified maneuver ratings per issue #31 formula. '08   |                        |     |         |                |                             |  |
| 103662   | <a href="#">Naval SITREP Magazine #35</a>   | <a href="#">New</a>    | n   | 0.4     |                | <del>\$5.00</del>           | <b>\$4.00</b>                            |
|  | Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Harpoon Taiwan Skirmish scenario; simplified AAW gunnery in Harpo; Blockade runners in the Bay of Biscay 1943; Norwegian Navy in exile 1940-5; Rescue the Bismarck CAS scenario; Spahis FG scenario 1914; Iowa BB & Alaska BC conversion projects 1942-4 & others book reviews. '08  |                        |     |         |                |                             |  |
| 112247   | <a href="#">Naval SITREP Magazine #36</a>   | <a href="#">New</a>    | n   | 0.4     |                | <del>\$5.00</del>           | <b>\$4.00</b>                            |
|  | Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: CaS Catalonia scenario, 1937; sensor tech development in 20th century; fog (the weather) in gaming; Op Opera Harpoon scenario, Israeli attack on Iraqi nuclear reactor; Cas Scenario between Australian CL Sydney & German raider Kormoran, 1941; Skagerak Harpoon scenario, WW3 in 1991; Fear God scenario, 1919; Israel's special mission aircraft; US Navy's new patrol aircraft. '09   |                        |     |         |                |                             |  |
| 116476   | <a href="#">Naval SITREP Magazine #37</a>   | <a href="#">Excel</a>  | n   | 0.3     |                | <del>\$4.00</del>           | <b>\$3.00</b>                            |
|  | Upper corner of mag cover & 3 pgs in mag dog eared. Otherws clean. ■ Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Op Ha'lom scenario (Iran's nuclear program); Iranian air force; Op Morvarid Harpoon scenario, Iran's attack on Iraq's Faw Peninsula 1980; south Korean destroyers. '09  |                        |     |         |                |                             |  |
| 110466   | <a href="#">Naval SITREP Magazine #37</a>   | <a href="#">New</a>    | n   | 0.3     |                | <del>\$5.00</del>           | <b>\$4.00</b>                            |
|  | Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Op Ha'lom scenario (Iran's nuclear program); Iranian air force; Op Morvarid Harpoon scenario, Iran's attack on Iraq's Faw Peninsula 1980; south Korean destroyers. '09   |                        |     |         |                |                             |  |

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|--------|---|---------------------|-----|---------|----------------|-----------------------------|--|
| 113245 | <a href="#">Naval SITREP Magazine #38</a>   | <a href="#">New</a> | n   | 0.3     |                | <del>\$5.00</del>           | <b>\$4.00</b>                            |
|        | Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Op Ha'lom scenario (Iran's nuclear program); Iranian air force; Op Morvarid Harpoon scenario, Iran's attack on Iraq's Faw Peninsula 1980; south Korean destroyers. '10   |                     |     |         |                |                             |  |
| 113246 | <a href="#">Naval SITREP Magazine #39</a>   | <a href="#">New</a> | n   | 0.3     |                | <del>\$5.00</del>           | <b>\$4.00</b>                            |
|        | Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: 2nd Btl of Latakia, Syria 1973, Harpoon scenario; Op Vesuvius, Red Sea 1935 & Makin Raid, Aug 1942, CAS scenarios; Assault & Defense, Persian Gulf 1924, Fear God scenario; French Aquitaine Class Frigate; the Korean Chenonan incident, March 2010; Russian Severodvinsk nuclear sub launches; Taiwan's Kuang Hua IV, NATO's NH90 helicopter; Updating Portugal's fleet; Radar Q&A; CAS 4th Clarifications. '11  |                     |     |         |                |                             |  |
| 104794 | <a href="#">Naval SITREP Magazine #40</a>   | <a href="#">New</a> | n   | 0.3     |                | <del>\$5.00</del>           | <b>\$4.00</b>                            |
|        | Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Soviet Flankers aircraft pt2; in-flight refueling w/ tanker table; late WWI German ship building philosophy; CAS hypothetical scenarios Sept'39 off S.America; India's Tejas aircraft; Japanese torpedo doctrine; Japanese AA rockets; Strike Group Reagan & hypothetical "rescue" missions; new class of n.Korean troop transports; air group attack integrity & quality. '11   |                     |     |         |                |                             |  |
| 118973 | <a href="#">Naval SITREP Magazine #42</a>   | <a href="#">New</a> | n   | 0.3     | Out Of Print   | <del>\$5.00</del>           | <b>\$4.00</b>                            |
|        | Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Top Gun, building the best fighter with Harpoon scenario; Capture the Flag & Btl of Lake Erie scearios for Fear God; revision the Ship Damage equation; a potentially disastrous incident with a Soviet nuclear sub in drydock; new generation Russian naval projects; specific info on aerial torpedos for CAS 4th; French battlecruise plans c1924; how to paint small naval mins; Emperor's Fleet Chidori class errata; book review of People's Liberation Army Navy. '12   |                     |     |         |                |                             |  |
| 113615 | <a href="#">Naval SITREP Magazine #43</a>   | <a href="#">New</a> | n   | 0.3     |                | <del>\$5.00</del>           | <b>\$4.00</b>                            |
|        | Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Gray Seas Gray Skies Harpoon scenario adapted from 1983 computer game; new crafts: Korean T-50 Eagle fighter, Philippine Frigate (formerly USCG Hamilton), Japanese Shimakaze correction, P-63 King Cobra (in Soviet service), MiG-21 updates w/ 10 variations, Korean mini sub; corrections to Bismarck's main battery range; new minis at Shapeways; alternate San Bernadino Straight scenario; Guns & Roses scenario for Fear God; USS America carrier stats; Battle of Lissa scenario for CAS; 6 British aircraft for CAS; modernizing AEGIS cruisers; the Chinese Eagle Strike missile family; Chinese warship developments; review of Al Nofi's To Train the Fleet for War book. '12 |                     |     |         |                |                             |  |
| 128310 | <a href="#">Naval SITREP Magazine #45</a>   | <a href="#">New</a> | n   | 0.3     |                | <del>\$5.00</del>           | <b>\$4.00</b>                            |
|        | Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: Commentary on the USN's Littoral combat ships; Corvette designs; Seen at the Sea-Air-Space Exposition; Sri Lankan Crisis between India & Sri Lanka & China; German Graf Zeppelin characteristics; Midway Cruiser Action CAS scenario; loss of the Indian Sindhurakshak submarine, 2013. Oct'2013.  |                     |     |         |                |                             |  |
| 113616 | <a href="#">Naval SITREP Magazine #47</a>   | <a href="#">New</a> | n   | 0.3     |                | <del>\$5.00</del>           | <b>\$4.00</b>                            |
|        | Magazine devoted to naval miniatures & history, w/ emphasis on CofA's Harpoon & Command at Sea systems. ARTICLES ON: COA Product updates; Harpoon Senkaku Crisis scenario in the China Seas; Caspian Sea Secenario; Imperial German Battleship Concepts in 1911; the Il-2 Sturmovik Fighter; LRASM Enters Service; Goeben's Austrian Gambit for Fear God; Il-38 Novella Enters Russian Service; the FREMM Program, a joint French-Italian Frigate development; Movie review of The Admiral; Torch Italian Style CAS scenario; Russian Sub Force on the Rebound; book review of Hell to Pay. '14   |                     |     |         |                |                             |  |
| 115797 | <a href="#">Operation Spark, Relief of Leningrad ZLJ</a>  | <a href="#">New</a> | zl  | 0.5     | Out Of Print   | <del>\$35.00</del>          | <b>\$29.00</b>                           |
|        | Ziplocked. ■ No box; remanent copy in ziplock without dice. Btl/nrgt 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  |                     |     |         |                |                             |  |

## Columbia Games (ColumG)

<http://www.columbiagames.com>

|        |  |                        |    |     |              |                    |                |
|--------|--|------------------------|----|-----|--------------|--------------------|----------------|
| 135250 | <a href="#">Borodino, Napoleon in Russia 1812</a>  | <a href="#">New</a>    | BC | 1.5 |              | <del>\$63.00</del> | <b>\$49.00</b> |
|        | Block-style game of the battle of Borodino near Moscow, the largest & climactic but tactically inconclusive battle during the French invasion of Russia in 1812. Each side must do better than their historical counterparts in order to win at this bloody battle. 110 wooden blocks, 22x22.5" map. T.Dalgliesh & C.Willner'12                                |                        |    |     |              |                    |                |
| 129243 | <a href="#">East Front, 1st</a>  | <a href="#">VeryGd</a> | BC | 2.0 | Out Of Print | <del>\$49.00</del> | <b>\$30.00</b> |
|        | Complete. Box sleeve has some wear & minor tears. Components clean. ■ Simple, fast playing, yet challenging game of the war in the east, '41-45, using Columbia's block system. Highly polished system is difficult only in that so many options are possible. 1st edition was followed by a 2nd ed rules update & a 3rd edition revision (East Front II). '91 |                        |    |     |              |                    |                |
| 137326 | <a href="#">Last Spike, The...</a>   | <a href="#">New</a>    | BC | 1.5 |              | <del>\$30.00</del> | <b>\$27.00</b> |
|        | Simpler game in which 2-6 players cooperate to build a railway from St. Louis to Sacramento in the 1800s. Players compete to accumulate cash from land speculation along the way. Fast playing, suitable for beginners. Board is largely abstract but colorful land. T.Dalgliesh'15  |                        |    |     |              |                    |                |
| 135488 | <a href="#">Texas Glory</a>  | <a href="#">New</a>    | BC | 1.4 |              | <del>\$54.00</del> | <b>\$45.00</b> |
|        | Fast playing, block-style, operational-strategic level game of the war for Texas's independence, 1835-6. Texans must delay the Mexicans so they can gather their army. 56 blocks. T.Dalgliesh, D.Mings, C.Willner'08   |                        |    |     |              |                    |                |

## Compass Games (Compas)

<http://www.CompassGames.com>

|        |   |                     |    |     |  |                    |                |
|--------|---|---------------------|----|-----|--|--------------------|----------------|
| 134454 | <a href="#">Blitz! A World in Conflict</a>  | <a href="#">New</a> | BC | 1.5 |  | <del>\$64.00</del> | <b>\$55.00</b> |
|        | Stand-alone game adapting reenvisoning the World in Flames system to be played at the Army-level (rather than corp) while retaining the historical color of WIF. Covers the entire world on a large, area-move map. 394 5/8" & 3/4" counters include armies, air wings, fleets for all combatants. 6 short scenarios. Each major power has a unique set of goals, and the campaign game has no definite end point. Turns vary from 4-9mo/turn, map covers the entire world, army/fleet level, 2-5 players, hi solitaire suitability. D.LelLacheur, H.Rowland'15 |                     |    |     |  |                    |                |
| 130084 | <a href="#">Empires &amp; Alliances, WWI Across Europe2d</a>  | <a href="#">New</a> | BC | 2.2 |  | <del>\$75.00</del> | <b>\$67.50</b> |
|        | Revised & colorized update of AH's Guns of August. Strategic level div/corp level game of World War I thruout Europe, 1914-18. Can be played with up to 4 players. Now includes air, armor, forts & other enhancements. 1mo/turn, Corp level, 30mi/hex, 4 maps, 896 counters. Rob Beyma'18  |                     |    |     |  |                    |                |

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| Part#  | Game Title & Edition ( & Issue# for Mags)  | Condtn               | Box | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|--------|--|----------------------|-----|---------|----------------|-----------------------------|--|
| 130939 | <a href="#">Forgotten Legions [2nd]</a>  | <a href="#">New</a>  | BC  | 1.6     |                | <del>\$62.00</del>          | <b>\$52.00</b>                           |
|        | Designer Signature (2nd) edition of two games previously published in Wargamer Magazine, Drive on Damascus and Bloody Keren. Each shares the Battles of North Africa series rules, a lively system designed for grand tactical battles. Now in a remastered, 2 game package. Drive on Damascus covered the Commonwealth's invasion of Vichy French-held Middle East. Includes lots of color with a smallish OoB including: armor advantages, air, artillery, flotillas, commandos, garrisons & mountain units. Bloody Keren covered battles for Italian East Africa, 1941-2. 2-4days/turn, 3-7.75mi/hex, Co/btln/brig level, 4 maps, 2 countersheets. Vance Von Borries'18 |                      |     |         |                |                             |  |
| 130935 | <a href="#">Last Laurels at Limanowa</a>   | <a href="#">New</a>  | BC  | 1.4     |                | <del>\$48.00</del>          | <b>\$42.50</b>                           |
|        | V.2 of the Red Poppies Campaigns series. Depicts Austro-Hungary's last solo victory against the Russians during World War I in Nov 1914. As the Russian 3rd Army approached Krakow and their 8th Army threatened Carpathia, the Austro-Hungarians attacked 25mi southwest of Krakow to good effect. Company-level units organized in battalions & regts for control & supply. 352 counters, 200yd/hex. John Gorkowski'18   |                      |     |         |                |                             |  |
| 125075 | <a href="#">Operation Skorpion</a>   | <a href="#">Mint</a> | BC  | 1.3     |                | <del>\$25.00</del>          | <b>\$18.00</b>                           |
|        | 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   |                      |     |         |                |                             |  |
| 108050 | <a href="#">Operation Skorpion</a>   | <a href="#">New</a>  | BC  | 1.3     |                | <del>\$44.00</del>          | <b>\$37.50</b>                           |
|        | 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  |                      |     |         |                |                             |  |
| 135550 | <a href="#">Pacific Tide, the US v Japan 1941-45</a>   | <a href="#">New</a>  | BC  | 1.3     |                | <del>\$44.00</del>          | <b>\$37.50</b>                           |
|        | Relatively compact & simple, strategic level game of World War II thruout the Pacific, 1941-5. Uses a fast-paced, card-driven combat & production system revolving around carrier operations. Designed as a 2-player game, it works well as a solitaire game as well. The Japanese must act fast as their advantages - initiative & pilot quality - dwindle over time, while the US must defeat Japan by the historical time frame. Area-move map, 1 countersheet, 51 cards. Gregory Smith'19  |                      |     |         |                |                             |  |

### Conflict Game Co. (Confli)

|        |   |                       |    |     |              |                    |                |
|--------|---|-----------------------|----|-----|--------------|--------------------|----------------|
| 108392 | <a href="#">Fall of Tobruk, 1st</a>   | <a href="#">Excel</a> | FB | 1.5 | Out Of Print | <del>\$30.00</del> | <b>\$20.00</b> |
|        | One end panel mildly sun faded; Otherws complete & clean. ■ Tac/op lv gm of Gazala battles, May-June'42. Simple, colorful gm. F.Chadwick'75 |                       |    |     |              |                    |                |

### Critical Hit (CRI)

<http://www.criticalhit.com>

|        |   |                         |    |     |              |                    |                |
|--------|---|-------------------------|----|-----|--------------|--------------------|----------------|
| 95428  | <a href="#">ASL:Afrikakorps, Along via Balbia</a>   | <a href="#">New</a>     | zl | 0.2 | Out Of Print | <del>\$12.00</del> | <b>\$8.00</b>  |
|        | 8 scenario kit covers various actions during the middle of the war in N.Africa, 1941-2. '10   |                         |    |     |              |                    |                |
| 101731 | <a href="#">ASL:BdF II [Baraque de Fraiture 3rd]</a>  | <a href="#">New</a>     | Fo | 0.6 | Out Of Print | <del>\$35.00</del> | <b>\$29.00</b> |
|        | Reprint of this historical scenario pack covering desparate actions as a scratch group of US paratroopers defends a key intersection (Parker's Crossroads) near Bastogne against repeated attacks by 2nd SS Panzer & infantry units during the Battle for the Bulge. 9 scenarios, historical map, 4 countersheets (2 of each of 2 types.) '11 |                         |    |     |              |                    |                |
| 31221  | <a href="#">ASL:Dzerhezinsky Tractor Works</a>  | <a href="#">New</a>     | n  | 0.6 | Out Of Print | <del>\$39.00</del> | <b>\$32.50</b> |
|        | Platoon Ldr v2 campaign scenario pack covering the 37th Guard's defense against 14th & 24th Pzr & 305th Inf during mid-Oct. 1942 during the btl for Stalingrad. 4 campaign scenarios including a solitaire one, plus full sized color, professionally printed map. '98  |                         |    |     |              |                    |                |
| 47751  | <a href="#">ASL:Euro-Pack V, Eastern Front</a>  | <a href="#">New</a>     | n  | 0.3 | Out Of Print | <del>\$12.00</del> | <b>\$10.00</b> |
|        | 8 scenarios covering action on the Eastern Front from 1941-3. '99   |                         |    |     |              |                    |                |
| 132297 | <a href="#">ASL:Ordeal Before Shuri, Btl of Okinawa</a>   | <a href="#">&lt;New</a> | Fo | 0.6 | Out Of Print | <del>\$33.00</del> | <b>\$27.50</b> |
|        | Slight 1" dog-ear on folio cover. Otherws new & shrinkwrapped, & right out of the time warp. ■ Scenario pack focused on the fight for Okinawa, 1945. Includes 8 scenarios, & color map. '99   |                         |    |     |              |                    |                |
| 45820  | <a href="#">ASL:Ordeal Before Shuri, Btl of Okinawa</a>   | <a href="#">New</a>     | Fo | 0.6 | Out Of Print | <del>\$35.00</del> | <b>\$29.00</b> |
|        | Scenario pack focused on the fight for Okinawa, 1945. Includes 8 scenarios, & color map. '99  |                         |    |     |              |                    |                |
| 101730 | <a href="#">ASL:Retro Pak III</a>   | <a href="#">New</a>     | Fo | 0.3 | Out Of Print | <del>\$10.00</del> | <b>\$6.00</b>  |
|        | Third of a series of old & good scenario reprints plus some new ones, all focused on straight forward firefights. 8 scenarios. '12  |                         |    |     |              |                    |                |
| 75722  | <a href="#">ASL:Rout Pak III</a>  | <a href="#">New</a>     | zl | 0.4 | Out Of Print | <del>\$14.00</del> | <b>\$9.00</b>  |
|        | Add-on kit providing 8 scenarios from a wide variety of theatres. including Marine Jaegers, Zionists in the Warsaw Ghetto, & the Spanish Blue Division. '98   |                         |    |     |              |                    |                |
| 39376  | <a href="#">ASL:Scotland the Brave II</a>   | <a href="#">New</a>     | Fo | 0.6 | Out Of Print | <del>\$27.50</del> | <b>\$22.00</b> |
|        | 10 scenario campaign kit covering more of the battle of Epsom between an untested Scottish division & elements of 3 SS divisions. Links with prior StB I kit for a large battle of Normandy.  |                         |    |     |              |                    |                |

| Part#  | Game Title & Edition ( & Issue# for Mags)   | Condtn | Box | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|--------|---|--------|-----|---------|----------------|-----------------------------|--|
| 91406  | <a href="#">ATS: Berlin, Fuhrer's Bunker GAME</a>   | < New  | zl  | 2.4     | Out Of Print   | <del>\$55.00</del>          | <b>\$45.00</b>                           |
|        | 19 counters loose from tree. Includes only 1 of 2 identical AFV countersheets. Otherws new, unpunched & unused, & complete ■ Complete ATS GAME with 2 new maps that links to B,RV and focuses on Hitler's bunker. Lots of intense, urban close quarters combat between well armed survivors. 15 scenarios, 280 marker counters. '09 |        |     |         |                |                             |  |
| 95157  | <a href="#">ATS: Berlin, Fuhrer's Bunker GAME</a>   | New    | zl  | 2.4     | Out Of Print   | <del>\$69.00</del>          | <b>\$49.00</b>                           |
|        | [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  |        |     |         |                |                             |  |
| 91540  | <a href="#">ATS: Berlin-Red Victory: Fuhrer's Bunkr</a>   | New    | zl  | 1.0     | Out Of Print   | <del>\$34.00</del>          | <b>\$29.00</b>                           |
|        | ATS kit with 2 new maps that links to B,RV and focuses on Hitler's bunker. Lots of intense, urban close quarters combat between well armed survivors. 15 scenarios, 280 marker counters. '09  |        |     |         |                |                             |  |
| 100645 | <a href="#">ATS: Hill of Blood, Mamayev Kurgan</a>  | New    | zl  | 0.8     | Out Of Print   | <del>\$55.00</del>          | <b>\$45.00</b>                           |
|        | 15 scenario ATS module covering actions in Stalingrad as the Soviets fiercely defend Mamayev Kurgan, the high mound above the core of Stalingrad. Includes 508 unit & marker counters, historical map. '13  |        |     |         |                |                             |  |
| 101690 | <a href="#">ATS: Omaha West [2nd]</a>   | New    | Fo  | 2.1     | Out Of Print   | <del>\$59.00</del>          | <b>\$33.00</b>                           |
|        | 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                                    |        |     |         |                |                             |  |
| 90696  | <a href="#">ATS: Pointe du Hoc</a>  | New    | zl  | 0.5     | Out Of Print   | <del>\$20.00</del>          | <b>\$15.00</b>                           |
|        | ATS kit covering the 2nd Rangers assault against the cliffs at Pointe du Hoc in support of the Normandy landings. 6 scenarios, counters & map. Requires Bloody Omaha for play. '09  |        |     |         |                |                             |  |
| 100661 | <a href="#">ATS: Shout for Piats</a>  | New    | zl  | 0.6     | Out Of Print   | <del>\$50.00</del>          | <b>\$42.50</b>                           |
|        | Port to ATS of the earlier ASL update of still earlier Scotland the Brave II kit, covering actions by the Scots units during Normandy. Historical map, 424 new counters & historical images in 12 scenarios. '13  |        |     |         |                |                             |  |
| 113159 | <a href="#">ATS: Tobruk Exp. 2,Benghazi Handicap</a>  | Mint   | zl  | 0.4     | Out Of Print   | <del>\$20.00</del>          | <b>\$10.00</b>                           |
|        | 1st printing with color coversheet. ■ Benghazi Handicap. Expansion kit for Tobruk including 12 scenarios, various map overlays & 30 AFV counters for battles of April 1941 in the war in the desert. '02  |        |     |         |                |                             |  |

**Dan Verssen Games (Versse)**<http://www.DVG.com>

|        |   |     |           |     |              |                    |                |
|--------|---|-----|-----------|-----|--------------|--------------------|----------------|
| 132740 | <a href="#">1500, the New World</a>   | New | BC        | 2.4 |              | <del>\$35.00</del> | <b>\$30.00</b> |
|        | Fast playing board & card game in which 2-6 players explore & conquer the New World. This is the core game; 5 national add-on kits available separately. Addition of a Nation add-on kit allows solitaire play. During a player's turn, they can play as many action cards as they are able, with each card able to perform one of several types of actions such as building, repairing or reducing a colony, adjusting royal support & more. 112 cards, 2 countersheets, smallish map of North & South America. '18  |     |           |     |              |                    |                |
| 136508 | <a href="#">Warfighter, WWII Pacific Theater</a>  | New | <b>DC</b> | 5.3 |              | <del>\$42.00</del> | <b>\$38.00</b> |
|        | Base game in a very extended, intended set of game & kits allowing coverage of WWII combat in the Pacific to parallel earlier game on the European theater as well as kits for the various combatants in WWII and in the Korean War. This is the base (core) game. Card game for 1-6 players (including solitaire); you play cooperatively against the game system on squad-level missions. Given a mission objective, you select your soldiers, equip them with weapons & skills within a resource limit. Then fight your way thru enemy territory to complete your mission. Each eliminated enemy increases your experience and offers opportunities to up-gun & receive support cards. '19 |     |           |     |              |                    |                |
| 133729 | <a href="#">Warfighter, WWII Tactical Combat Card Gm</a>  | New | <b>BC</b> | 4.4 | Out Of Print | <del>\$42.50</del> | <b>\$32.50</b> |
|        | 1st Edition ■ Card game of tactical combat on the Western Front during the last year of World War II. Can be played solitaire or with cooperatively with up to 6 players. You select your team and equip them with skills, weapons & gear within the mission's resource limit. Then fight your way thru the enemy to complete the mission. Uses a streamlined system where a single die roll can determine multiple events & outcomes. Includes nicely illustrated cards for US, British & German forces. 280 cards, 2 countersheets. Expansion packs available separately. '17   |     |           |     |              |                    |                |

**DecGms FIRE & MOVEMENTMag (Dec F)** <http://www.decisiongames.com>

|       |  |        |   |     |              |                   |               |
|-------|--|--------|---|-----|--------------|-------------------|---------------|
| 66920 | <a href="#">Fire &amp; Movement (Dec Gms) # 59</a>   | Excel  | n | 0.4 | Out Of Print | <del>\$4.00</del> | <b>\$1.50</b> |
|       | 1x3 Inventory label on cover. ■ ARTICLES ON: First issue under DecGms; reviews of Shot & Shell, ASL Partisan!, ASL West of Alamein, Open Fire, Tokyo Express, Gettysburg '88, Lee v Grant, Kanev #115, In Their Quiet Fields; Origins '88 report. '89  |        |   |     |              |                   |               |
| 56285 | <a href="#">Fire &amp; Movement (Dec Gms) # 60</a>   | VeryGd | n | 0.4 | Out Of Print | <del>\$3.00</del> | <b>\$1.00</b> |
|       | Mag cover page (only) creased vertically in center; otherws EX. 1x3 Inventory label on cover. ■ ARTICLES ON: reviews of Thunder at the Crossroads, Test of Arms, Cheiftain, Leatherneck, Pegasus Bridge #122, Lee Invades the North #2, Indian Mutiny #121, 7th Fleet (w/ errata); F&M World War II anthology of reviews, pt.1 covering Mediterranean Theatre games; F&M article index for issues 49-60. '89 |        |   |     |              |                   |               |
| 98748 | <a href="#">Fire &amp; Movement (Dec Gms) # 60</a>   | Mint   | n | 0.4 | Out Of Print | <del>\$5.00</del> | <b>\$1.50</b> |
|       | ARTICLES ON: reviews of Thunder at the Crossroads, Test of Arms, Cheiftain, Leatherneck, Pegasus Bridge #122, Lee Invades the North #2, Indian Mutiny #121, 7th Fleet (w/ errata); F&M World War II anthology of reviews, pt.1 covering Mediterranean Theatre games; F&M article index for issues 49-60. '89   |        |   |     |              |                   |               |
| 46715 | <a href="#">Fire &amp; Movement (Dec Gms) #119</a>   | New    | n | 0.4 | Out Of Print | <del>\$4.00</del> | <b>\$1.00</b> |
|       | 1x3 Inventory label on cover, otherws new. ■ ARTICLES & REVIEWS ON: GAMERS Burma 1st w/ strategy, GMT Paths of Glory 1st, APL GWAS Russo-Japanes War & USN Plan Black, GMT Salamis kit for War Galley. '00   |        |   |     |              |                   |               |

**DecGms WARGAMER v2 Mag (Dec WG)** <http://www.decisiongames.com>

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|--|---|------------------------|--------------------|---------|----------------|-----------------------------|--|
| 72233  | <a href="#">Wargamer (Decision Games) v2 # 6</a><br>1x3 Inventory label on cover. ■ ARTICLES ON: Pas De Calais analysis, designer's reply, 1943 v 1944 & Calais v Normandy; TSR Sniper Hetzer strategy & Sniper Special Forces review & scenario; WWW North German Plain analysis; WWW Horse Soldiers Tupelo analysis & replay & key errata; Halls of Montezuma PC & To the Rhine PC & Blitzkrieg at the Ardennes PC; reviews of TSR Moscow 1941, VG 7th Fleet, Cannae 216BC, GDW Team Yankee; WWW announces west coast "SPI". '88  | <a href="#">Excel</a>  | n                  | 0.4     | Out Of Print   | <del>\$2.00</del>           | <b>\$1.00</b>                            |
| 91587  | <a href="#">Wargamer (Decision Games) v2 # 6</a><br>Stains on 3 pgs. ■ ARTICLES ON: Pas De Calais analysis, designer's reply, 1943 v 1944 & Calais v Normandy; TSR Sniper Hetzer strategy & Sniper Special Forces review & scenario; WWW North German Plain analysis; WWW Horse Soldiers Tupelo analysis & replay & key errata; Halls of Montezuma PC & To the Rhine PC & Blitzkrieg at the Ardennes PC; reviews of TSR Moscow 1941, VG 7th Fleet, Cannae 216BC, GDW Team Yankee; WWW announces west coast "SPI". '88   | <a href="#">VeryGd</a> | n                  | 0.4     | Out Of Print   | <del>\$2.00</del>           | <b>\$1.00</b>                            |
| 116474   | <a href="#">Wargamer (Decision Games) v2 # 6</a><br>Price tag on cover. ■ ARTICLES ON: Pas De Calais analysis, designer's reply, 1943 v 1944 & Calais v Normandy; TSR Sniper Hetzer strategy & Sniper Special Forces review & scenario; WWW North German Plain analysis; WWW Horse Soldiers Tupelo analysis & replay & key errata; Halls of Montezuma PC & To the Rhine PC & Blitzkrieg at the Ardennes PC; reviews of TSR Moscow 1941, VG 7th Fleet, Cannae 216BC, GDW Team Yankee; WWW announces west coast "SPI". '88  | <a href="#">Mint</a>   | n                  | 0.4     | Out Of Print   | <del>\$4.00</del>           | <b>\$1.50</b>                            |
| <b>Decision Games (DecGms)</b> <a href="http://www.decisiongames.com">http://www.decisiongames.com</a> |   |                        |                    |         |                |                             |  |
| 119902   | <a href="#">Dai Senso!</a><br>Sister game to Totaler Krieg (mating with its 2nd ed), and covering the war in Asia during WW2 1941-5. Covers battles & campaigns from Mongolia to the South Pacific, and the final battle for Japan, using the Totaler Krieg system. Includes 2 maps, 560 counters, 200 cards. '11   | <a href="#">New</a>    | <a href="#">LB</a> | 2.8     |                | <del>\$90.00</del>          | <b>\$79.00</b>                           |
| 129176   | <a href="#">Hurtgen, Hell's Forest</a><br>Huge, grand tactical game of the Allied assault on the first German city in the fall of 1944. 3 scenarios cover the phases of the offensive periods between Sept-Nov 1944, plus a learning scenario covering the assault on the Rohr River area. Campaign game covers Sept-Dec in 300 turns. 1mi/hex, 8hrs/turn. Uses the Wacht am Rhein (Grand Operational) game system with elaborations for the this battle. Provides for lulls in the action, logistical difficulties of the Allies, & the hodge podge of German replacements. 2240 counters, 2 maps. '12   | <a href="#">New</a>    | <a href="#">LB</a> | 2.8     |                | <del>\$90.00</del>          | <b>\$75.00</b>                           |
| 120050   | <a href="#">Krieg! World War II in Europe 1st</a><br>Includes 20 errata counters but not errata text. ■ 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   | <a href="#">Mint</a>   | BC                 | 1.8     | Out Of Print   | <del>\$35.00</del>          | <b>\$25.00</b>                           |
| 134323   | <a href="#">Land Without End</a><br>Ziplocaked version without box or die. ■ Ziplocked copy without box or die. Simpler, strategic level game of Op Barbarossa, June-Dec 1941. The Germans must press their offensive to a decisive victory by early December by capturing key cities. The Soviets are definitely on the defensive, but have opportunities for stinging counterattacks. Div/corp level, 700 counters. 20mi/hex This is a re-thinking of Proud Monster 1st. '08  | <a href="#">New</a>    | zl                 | 0.6     | Out Of Print   | <del>\$36.00</del>          | <b>\$30.00</b>                           |
| 128926   | <a href="#">Land Without End</a><br>Box btm concaved along 1-1/2 sides, with some edge abrasions & minor repairs. Contents unpunched & unused. ■ Simpler, strategic level game of Op Barbarossa, June-Dec 1941. The Germans must press their offensive to a decisive victory by early December by capturing key cities. The Soviets are definitely on the defensive, but have opportunities for stinging counterattacks. Div/corp level, 700 counters. 20mi/hex This is a re-thinking of Proud Monster 1st. '08   | <a href="#">Mint</a>   | BC                 | 1.0     | Out Of Print   | <del>\$42.00</del>          | <b>\$35.00</b>                           |
| 89119  | <a href="#">Leningrad 2nd</a><br>Graphic update of this smlr gm of Army Group N's drive on Leningrad from 22 June - 13 Spt '41. '93   | <a href="#">Mint</a>   | HC                 | 0.6     | Out Of Print   | <del>\$15.00</del>          | <b>\$10.00</b>                           |
| 116943   | <a href="#">Suez 1916, Ottoman Strike</a><br>Folio game of the Ottoman attempt to breach & capture the Suez Canal, a vital lifeline to the British Empire, in August 1916. The Ottoman force, stiffened with German & Austro-Hungarian units, attained tactical surprise by attacking at night. Uses the Fire & Movement game system which includes artillery & air support added at the time of combat. 0.6mi/hex, Btln/regt/brig level. '14   | <a href="#">New</a>    | Fo                 | 0.3     |                | <del>\$19.00</del>          | <b>\$14.00</b>                           |
| 119941   | <a href="#">Totaler Krieg! [Krieg 3rd] 2nd</a><br>Further update & enhancement of this very popular, strategic WW2 gm at army/corp level w/ cards play for special events. This edition has 840 counters, 200 cards, scenario generator rules, and 2 maps, and explores the pre-war period of 1937-9. Can be linked with Dai Senso!, its sister game set in the Pacific. HIGHLY RECOMMENDED both for its graphics and its essential game play. HIGHLY RECOMMENDED. '11  | <a href="#">New</a>    | <a href="#">LB</a> | 3.0     |                | <del>\$90.00</del>          | <b>\$82.50</b>                           |
| 133824   | <a href="#">Wellington's Victory 3rd</a><br>Colorized & revised update of this grand tactical monster game of the final day & battles at Waterloo, 18 June 1815. System streamlined to require only one die roll to resolve fire combat & disorder. Originally, game attempted to recapture the success of Terrible Swift Swords in the Napoleonic era, but was never as successful. System focuses on line of sight, formations (including skirmishers) & facing, effectiveness, shock effects, morale, etc. Scenarios for Hougoumont, La Haye Sainte, Plancenoit, historical day campaign, & a hypothetical early French assault. 1960 counters, btln/rgt level, 110yd/hex, 15min turns. F Davis'15 | <a href="#">New</a>    | <a href="#">LB</a> | 3.3     |                | <del>\$120.00</del>         | <b>\$105.00</b>                          |

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| Part#   | Game Title & Edition ( & Issue# for Mags)                        | Condtn               | Box | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|---|--|----------------------|-----|---------|----------------|-----------------------------|--|
| 78296   | <a href="#">1066, End of the Dark Ages #240 (w/Mag)</a>          | <a href="#">New</a>  | n   | 1.0     | Out Of Print   | <del>\$32.00</del>          | <b>\$29.00</b>                           |
| Mag & Game. Strategic level, 2-4 player game of the struggle for ethnic dominance in Britain early in the 11th century. Players represent the Anglo-Saxon, Norman, Viking and Briton peoples on a map that covers Britain up to Scotland, and portions of the coast of Norway and France. A fairly simple game of diplomacy set in the era of the battle of Hastings. 176 counters. J.Miranda'06 / ARTICLES ON: 1066, the Battle of Hastings & the Turning Point of the Middle Ages; When China Ruled the Waves; WWI in West Africa; Britain's Royal Sovereign Class BB; northern Vietnam's AA Guns; Mozambique After the Cold War; Bernardo de Galvez & the Louisiana-Florida Campaign 1779-81; End of the Sioux Dominance.  |  |                      |     |         |                |                             |  |
| 113350  | <a href="#">1863, Turning Point in the Civil War#297 (w/Mag)</a> | <a href="#">New</a>  | n   | 0.9     | Out Of Print   | <del>\$33.00</del>          | <b>\$29.00</b>                           |
| Mag & game. Strategic level, area-move game of the American Civil War in the pivotal year of 1863. Uses a Battle for Germany-style system with one player controlling the eastern Union forces & western Confederate forces, and the other vice versa. Players seek to score the most points for capturing cities & winning battles. 1mo/turn, div/corp level, 1mo/turn, 30mi/inch, 176 counters. J.Miranda'16 / ARTICLES ON: 1863, Turning Point of the American Civil War; Area Denial (Anti-Access) Warfare; the An Lushan Rebellion, 755-763, in China; Battle of Grozny, 1994-5; Capturing Prize Ships in the 16-18th Century; German Gunboats in Chinese Riverways During WWI; Byzantine Campaigns of Basil II in Syria, 976AD; US Unmanned Surveillance Drones.  |  |                      |     |         |                |                             |  |
| 66495   | <a href="#">1918, Imperial Germany's Last Chance#223 (w/Mag)</a> | <a href="#">New</a>  | n   | 1.0     | Out Of Print   | <del>\$24.00</del>          | <b>\$18.00</b>                           |
| Mag & Game. Div-corp level game of the war on the entire western front, March-Aug 1918. Depict's Germany's urgent need to somehow pierce the Allied lines & will to stave off eventual defeat. 1wk/turn, 15km/hex, 3 different game lengths starting from same 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.   |  |                      |     |         |                |                             |  |
| 114591  | <a href="#">Balkan Gambit, 1943-45 #298 (w/Mag)</a>              | <a href="#">New</a>  | n   | 0.9     | Out Of Print   | <del>\$27.00</del>          | <b>\$24.00</b>                           |
| Mag & game. Game explores the hypothetical case had the western Allies followed Churchill's preference of invading the Balkans rather than Italy in 1943, his soft underbelly. 3 scenarios set in 1943 (the historical alternative), 1944 (the Bodyguard deception turned real), and 1945 (British forces attempt to cut off German forces in the Balkans & stop a Soviet advance towards Italy). 20mi/hex, 2-5 days/turn, brig/div level, 176 counters. B.Knight'16 / ARTICLES ON: Churchill's Balkan Gambit; Cyrus II of Persia; Operation Colorado, Vietnam 1966; Integration of Firearms into Sengoku Jidai Japan; Battle of Omdurman, 1898; Peloponnesian War; Lee-Enfield Bolt Action Rifle; Signals Intelligence, Past & Present.                                |  |                      |     |         |                |                             |  |
| 45062   | <a href="#">Blood on the Tigris #176 (w/Mag)</a>                 | <a href="#">New</a>  | n   | 0.8     | Out Of Print   | <del>\$25.00</del>          | <b>\$15.00</b>                           |
| Mag & Game. Covers the Allied drive on Baghdad up the Tigris-Eurphates delta beginning early in the war thru the time of its historical capture in April 1917. Brig level with an emphasis on logistics & command. Campaign & a short scenario. 220 counters, 6mi/hex, 1mo/turn. P.Moore'96 / ARTICLES ON: Mesopotamian Campaign in WWI; War on the Plains, Prelude to Little Bighorn; Dennis Mahan, Warfare as Art & Science; Strategy in the Great War [WWI]; the Siege of Rhodes 305BC; German Troops in the Am Revolutionary War; Confederate Propaganda; Destruction of the Iraqi Navy.  |  |                      |     |         |                |                             |  |
| 72715   | <a href="#">Catherine the Great #232 (w/Mag)</a>                 | <a href="#">New</a>  | n   | 1.0     | Out Of Print   | <del>\$24.00</del>          | <b>\$19.00</b>                           |
| Mag & Game. Solitaire or 2-3 player game of Catherine the Great's rule of Russia, 1762-96, and the various policy initiatives she could have pursued to enhance Russia's standing in Europe. Player(s) act on behalf of Russia; other European powers are handled by the game system. Army level, 5yrs/turn, 200 counters. J.Miranda'05 / ARTICLES ON: Counterstroke at Soltsy on the Road to Leningrad, July 1941; Catherin the Great & Russia's expansion; the Maccaabean (Jewish) Revolt in 167BC; the British Blue Peacock Nuclear Landmine; Naval Mine Warfare during the Cold War; Peace in Cambodia; Entebbe Hostage Rescue; Miyamoto Mushasi, 1584-1645.  |  |                      |     |         |                |                             |  |
| 62401   | <a href="#">Chancellorsville &amp; Plevna #218 (w/Mag)</a>       | <a href="#">New</a>  | n   | 1.0     | Out Of Print   | <del>\$24.00</del>          | <b>\$19.00</b>                           |
| Mag & Game. Two games of two major battles in two very different wars. CHANCELLORSVILLE covers Lee's brilliant victory at which he outmaneuvered Hooker, May 1863. PLEVNA covers a key battle of the Russo-Turkish War, Sept 1877, in which the Russians are bloodily repulse in an assault on Turkish forces. Rgt-div level, 1k-1mi/hex, 1-8hrs/turn, 280 counters. J.Miranda'03 / ARTICLES ON: Union Army in the Am Civil War; Battle of Plevna, Sept 1877; Frederick the Not-So-Great; Hunt for the Konigsberg 1914; Spanish Pilots in the Soviet Air Force 1941-5; Amphibious Japanese Suicide Tank; Regulars & Volunteers of the US Army of 1898; Japanese Army in WWII; Soviet Invasion of Hungary 1956.  |  |                      |     |         |                |                             |  |
| 85877   | <a href="#">Civil War in the Far West 1862 #252 (w/Mag)</a>      | <a href="#">New</a>  | n   | 1.0     | Out Of Print   | <del>\$25.00</del>          | <b>\$21.00</b>                           |
| Mag & Game. w/ variant counters for Back to Iraq 3rd (34) & No Prisoners (7). Simpler game of the Confederate attempt to secure the southwestern USA (mainly New Mexico) early in the American Civil War, Feb-Jun 1862. 9mi/hex, 100men/strength pt, 1mo/turn. C.Diamond'08 / ARTICLES ON: the Am Civil War in the West; Great War & the Origins of Air Warfare; variant rules for No Prisoners & Back to Iraq 3rd; Chinese Naval Power in the Pacific & Indian Oceans; Lion of Mali, 1300s.  |  |                      |     |         |                |                             |  |
| 93132   | <a href="#">Cold War Battles II #263 (w/Mag)</a>                 | <a href="#">New</a>  | n   | 1.0     |                | <del>\$22.50</del>          | <b>\$20.00</b>                           |
| Mag & Game. 2 additional grand tactical battles from the cold war era. Kabul'79 covers the Soviet seizure of the Afghan capital at the beginning of their occupation. 250m/hex, 2days/turn. Pentomic Wurzburg covers the Soviets v. the US in western Germany in the 1950s. 1mi/hex, 12hrs/turn. J.Miranda'10 / ARTICLES ON: Kabul 1979, Kremlin's fatal Cold War victory; US's pentomic (early Cold War) army; Caesar triumphant, Munda 45BC; Naval gunnery in the War of 1812; Revolt of the admirals; Jefferson Davis's newspaper war; foreign royalty in the British navy; Operation Sealion; Brawner's Farm, opening round of Second Manasses 1862.  |  |                      |     |         |                |                             |  |
| 130258  | <a href="#">Cold War Hot Armor: Vietnam #307 (w/Mag)</a>         | <a href="#">New</a>  | n   | 0.9     |                | <del>\$25.50</del>          | <b>\$22.00</b>                           |
| Mag & game. 2-player, low level tactical game of armored combat between various combatants during the Cold War era, in this case Vietnam 1954-75. First of a new game series. Emphasis on command control, combined arms & technology. 228 counters, sqd/pltn level. Includes 9 scenarios spanning the years from French involvement in 1954 thru the collapse of southern Vietnam in 1975, including the fantasy what-if of a US invasion of Laos to cut the NVA supply line directly. Additional optional rules can be downloaded. Joseph Miranda'17 / ARTICLES ON: AFVs in the Vietnamese Wars; the Third Punic War, 149BC; Siege of Santa Fe 1680; First Anglo-Afghan War 1839; Leyte Gulf.   |  |                      |     |         |                |                             |  |
| 117321  | <a href="#">Cropredy Bridge, A Fleeting Victory #148 (w/Mag)</a> | <a href="#">Mint</a> | n   | 0.8     | Out Of Print   | <del>\$15.00</del>          | <b>\$9.00</b>                            |
| 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. |  |                      |     |         |                |                             |  |

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|--|--|----------------------|-----|---------|----------------|-----------------------------|--|
| 71522  | <a href="#">Downfall, If the US Invaded Japan #230 (w/Mag)</a>   | <a href="#">New</a>  | n   | 1.0     | Out Of Print   | <del>\$42.00</del>          | <b>\$30.00</b>                           |
| <p>Mag &amp; Game. Game of the prospective American invasion of Japan at the end of WW2, covering the beachhead area at the south end of the southern Japanese island of Kyushu. Division level, w/ only 88 counters. Done in the style of an XTR/Command issue game by non other than T.Bomba'05 / ARTICLES ON: Operation Downfall, the Planned Air Campaign Against Japan, Nov 1945-March 1946; Armies in the Pacific 1945; Next Generation Aircraft in the Pacific 1945; Plan Orient, the German Plans to Link Up with the Japanese in India; Marx on the American Civil War; Australia &amp; Bougainville; Russian Midget Sub Development; Battle of Stones River, Murfreesboro, 1862.</p>   |  |                      |     |         |                |                             |  |
| 83136  | <a href="#">First Blood, Second Marne 1918 #248 (w/Mag)</a>      | <a href="#">New</a>  | n   | 1.0     |                | <del>\$20.00</del>          | <b>\$16.00</b>                           |
| <p>Mag &amp; 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; Eugene in Hungary 1716. Plus all those ads.</p>   |  |                      |     |         |                |                             |  |
| 98236  | <a href="#">Forgotten Axis, Fight to the Finnish#199 (w/Mag)</a> | <a href="#">Mint</a> | n   | 0.8     | Out Of Print   | <del>\$27.00</del>          | <b>\$23.00</b>                           |
| <p>Cherry; unpunched &amp; very clean. ■ Mag &amp; Game. 2nd game in this btlm level game of the Axis attempt to drive thru the Soviet defenses in the Kuralian peninsula in 1941-2. Covers 2 battles on 2 maps (Loukhi, Aug '42, &amp; Allakurti, Aug-Spt '41). Uses an activation system based on division. 280 counters; 2k/hex. M.Bennighof'00 / ARTICLES ON: Finland's Continuation War against the USSR; Origins of Naval Aviation in WWI; the German StormTiger Tank; Moscow 1941, Strategic Possibilities; HMS Victoria &amp; Camperdown Incident, 1893.</p>   |  |                      |     |         |                |                             |  |
| 51555  | <a href="#">Forgotten Axis, Romanian Campaign #206 (w/Mag)</a>   | <a href="#">New</a>  | n   | 1.0     | Out Of Print   | <del>\$35.00</del>          | <b>\$32.50</b>                           |
| <p>Mag &amp; Game. 3rd game in the Forgotten Axis btlm level game series. This edition covers two campaigns focused on the Romanian cavalry corp. Jakimivka covers the Aug'41 Soviet counterattack against the Cav Corp near Rostov. Kuban Gateway covers the Aug'42 capture of the Taman Peninsula by the Cav Corp. Uses a formation activation system. 2km/hex, btlm/rgt level, 240 counters. M.Bennighof'01 / ARTICLES ON: Romania on the Easter Front 1941-2; 1814, Napoleon's Fight for Survival; Failure of Air Alert Raider on 7 Dec 1941; Tank Reactive Armor; Peace Treaty between Eritrea &amp; Ethiopia 2000; He-219 Owl; Australian Army Restrictions in WW2; Development of the Armored Car in US; Italian Special Naval Operations in WWI; The Sino-Japanese War 1894-5; US &amp; Indian Deployments in Asia 2000.</p> |  |                      |     |         |                |                             |  |
| 94516  | <a href="#">Frederick's War, Austrian Sucession #262 (w/Mag)</a> | <a href="#">New</a>  | n   | 1.0     |                | <del>\$22.50</del>          | <b>\$18.00</b>                           |
| <p>Mag &amp; Game. Game is a 2-4 player contest, each striving for dominance in all of central Europe between 1741-8. Uses the 1066 &amp; Hannibal's War system. Played on an odd map where geography is bent to a system of squares. 1yr/turn, 2500-10,000men/unit, 50mi/square. 2 scenarios &amp; campaign. J.Miranda'10 / ARTICLES ON: Frederick the Great's war of Austrian Succession, 1940-8; the rescue of Mussolini (plus Skorzeny &amp; other Wermacht special ops; Italian TF Nibbio in Afghanistan, 2002 on; Russians at Lake Narotch 1916; the Algerian insurgency &amp; end of French Empire; battle of Kosovo, 1389.</p>   |  |                      |     |         |                |                             |  |
| 45032  | <a href="#">Germania, Rome Beyond the Rhine #175 (w/Mag)</a>     | <a href="#">New</a>  | n   | 0.8     | Out Of Print   | <del>\$49.00</del>          | <b>\$44.00</b>                           |
| <p>Mag &amp; Game. Strat/op level game of Roman campaigns in N.Central Europe, 50BC-150AD, NE of the Rhine &amp; Danube Rivers. 4th in the Trajan/Ancient Wars game series. 280 counters, 8turns/year. Mates with the other games in this series. J.Miranda'95 / ARTICLES ON: Roman campaigns Beyond the Rhine, 1st Century AD; Op Iron Hammer, German Plans for a Bombing Campaign against the USSR; the Moguls; Fight Light, French Light Infantry in 1806; Op Pegasus, Classi US Airmobile Operation in Vietnam, 1968; the Belgian Legion; Capture of Carlos the Jackel in Sudan.</p>   |  |                      |     |         |                |                             |  |
| 38208  | <a href="#">Great Medieval Battles #197 (w/Mag)</a>              | <a href="#">New</a>  | n   | 1.0     | Out Of Print   | <del>\$32.00</del>          | <b>\$25.00</b>                           |
| <p>Mag &amp; Game. Colorized &amp; repackaged version of 2 of the 4 games from SPI's quad game by this name. ROBERT AT BANNOCKBURN, 1314, covers the decisive Scottish victory over the English. 70yd/hex, 15min/turn, 500-800men/unit. A.Buccini'99 / TAMBURLAINE covers the battle of Angorra, 1402, in which Tamburlaine's Tartars meet the Ottomon Turks. 50yd/hex, 20min/turn, 500-750men/counter. D.Werden'99 / ARTICLES ON: Great Medieval Battles, 1001-1500AD; Future Conflict in Asia; OoB for the Korsun Pocket, 1944; ERRATA for Crimean War #193; the Indo-Pakistani Nuclear Arms Race; Columbia's Quiet War; Unknown Stories of the Mexican Revolution, the Yankee Kingmakers.</p>   |  |                      |     |         |                |                             |  |
| 64278  | <a href="#">Group of Soviet Forces Germany #220 (w/Mag)</a>      | <a href="#">New</a>  | n   | 1.2     | Out Of Print   | <del>\$47.00</del>          | <b>\$43.50</b>                           |
| <p>Mag &amp; Game. Division level game of the what-if had the USSR attacked in central Europe in the late 70s. This was a time when NATO forces &amp; organization were in relative disarray. Something of an update of the old SPI Nato game with revised map &amp; OoB. Assumes the Soviets would not use tactical nukes freely, and that the Soviets make a hasty attack. 10mi/hex, 2days/turn. 280 counters. T.Bomba, J.Miranda'04 / ARTICLES ON: NATO v the Warsaw Pact in the late 1970s w/ OoB; Behind the Scenes in the Last 7 Day of France 1940; First Fighting Steamships; Pirates 1690-1720; German Obsession with Miracle Weapons; Rome's Navy in its War of Empire; Warplan Orange &amp; the Evolution of US Naval Strategy 1907-41; Allied Plan 1919.</p>   |  |                      |     |         |                |                             |  |
| 86887  | <a href="#">Hannibal's War #254 (w/Mag)</a>                      | <a href="#">New</a>  | n   | 0.9     | Out Of Print   | <del>\$20.00</del>          | <b>\$17.50</b>                           |
| <p>Mag &amp; Game. 2, 3 or 4 player game covering the struggle for control of the Mediterranean in the 3rd century BC among Rome, Carthage, Macedonia &amp; 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.</p>  |  |                      |     |         |                |                             |  |
| 82311  | <a href="#">Holy Roman Empire #247 (w/Mag)</a>                   | <a href="#">New</a>  | n   | 1.0     | Out Of Print   | <del>\$35.00</del>          | <b>\$29.00</b>                           |
| <p>Mag &amp; Game. Roman Empire under the Hapsburgs take on the new nation-states of Europe in the Wars of Reformation, 1524-38: France, the Ottoman Empire and the Protestant areas of central Europe. Focuses on leadership, as well as diplomacy among the players, and includes economics. Map is a stylized grid covering Europe from Paris to Rome to Warsaw. For 2-4 players. 1yr/turn; 50mi/sq. J.Miranda'07. Mag contains ARTICLES ON: the Italian Wars 1494-1520 &amp; seven key battles of this period; Art of War in Europe of the 1500s; Fall of France 1940; Battle of Fallujah, Iraq. 2004.</p>   |  |                      |     |         |                |                             |  |
| 20836  | <a href="#">Italian Campaign, Sicily #146 (w/Mag)</a>            | <a href="#">Mint</a> | n   | 0.8     | Out Of Print   | <del>\$24.00</del>          | <b>\$10.00</b>                           |
| <p>Mag &amp; 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 &amp; 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 &amp; Edelweiss. 200 counters, nice map, 5mi/hex, btlm/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.</p>   |  |                      |     |         |                |                             |  |

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|--------|---|-------------------------|-----|---------|----------------|-----------------------------|--|
| 130463 | <a href="#">Jenkins' Ear, War of... 1739-48 #308 (w/Mag)</a>  | <a href="#">New</a>     | n   | 0.9     |                | <del>\$25.50</del>          | <b>\$20.00</b>                           |
|        | Mag & game. Strategic level game of the last of the ongoing conflict between the English & Spanish empires in the Caribbean Sea in the mid-1700s. Included the largest amphibious assault prior to WWII. Each individual ship of the line is represented, plus land units & prominent leaders. Players must manage production, defense of their key ports, and contend with weather & the seas. English must capture at least one Spanish port, and even then victory is not certain. 248 counters, abstract time units. Eric Harvey'17 / ARTICLES ON: War of Jenkins' Ear, 1739-48; Securing Texan Independence at San Jacinto 1836; French Armored Forces in 1940; Battle of Carrahae; Fort Frederica, Jenkins' Ear in Georgia; Career of Reuben Bernard; Geographic Determinism & the Russo-Japanes War. |                         |     |         |                |                             |  |
| 73943  | <a href="#">Lest Darkness Fall, Rome in Crisis #234 (w/Mag)</a>   | <a href="#">New</a>     | n   | 1.0     | Out Of Print   | <del>\$21.00</del>          | <b>\$17.50</b>                           |
|        | 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.  |                         |     |         |                |                             |  |
| 59375  | <a href="#">Marathon &amp; Granicus #214 (w/Mag)</a>  | <a href="#">VeryGd</a>  | n   | 1.0     | Out Of Print   | <del>\$32.00</del>          | <b>\$27.50</b>                           |
|        | 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.  |                         |     |         |                |                             |  |
| 88426  | <a href="#">Marlborough's BtIs, Ramillies etc #256 (w/Mag)</a>  | <a href="#">&lt;New</a> | n   | 0.9     |                | <del>\$18.00</del>          | <b>\$16.00</b>                           |
|        | 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.   |                         |     |         |                |                             |  |
| 69331  | <a href="#">Middle East Battles, '56 &amp; '67 #226 (w/Mag)</a>   | <a href="#">New</a>     | n   | 1.0     |                | <del>\$22.00</del>          | <b>\$18.00</b>                           |
|        | Mag & Game. Includes variant counters for Dixie #54 (10) and East is Red (30). Coverage of the battles of Suez in 1956 Arab-Israeli War & El Arish in the 1967 war. Btln level, 200 counters, 1 map. 6-8hrs/turn, 1mi/hex. J.Miranda'05 / ARTICLES ON: Clash of Armor in the Sinai, 1956 & 1967; Insurgency in Nepal; Prusso-German Army, 1815-1914; Naval Revolution, Sail to Steam; Maginot Line Myths; Cromwell's New Model Army & the English Civil War, 1642-51; German Naval Warfare in WWII; Variant for Dixie #43.  |                         |     |         |                |                             |  |
| 77084  | <a href="#">No Prisoners! Lawrence of Arabia #237 (w/Mag)</a>   | <a href="#">New</a>     | n   | 1.0     |                | <del>\$22.00</del>          | <b>\$20.00</b>                           |
|        | Mag & Game. w/errata counters for Dagger Thrusts (5 + 20 Am Stars/Bridge Brocken markers), Old Contemtables (2), Twilight's Last Gleaming 2 (2), Nine Navies War (1) Strategic level game of Lawrence of Arabia's (and the Brit's) campaign in Palestine, from Egypt to Damascus & Medina, 1915-18. Two campaigns occurred during this time, an Ottoman thrust to Egypt and the British offensive that conquered Palestine. Includes an optional system where each player controls opposite side on western & eastern fronts (ala Btl for Germany). J.Miranda'06 / ARTICLES ON: the Desert War in WWI, Allenby & Armageddon; Hoover, Dragoners & the Boxer Rebellion; Union Indian Regiment in the Civil War; Lawrence of Arabia & the Arab Revolt.   |                         |     |         |                |                             |  |
| 117325 | <a href="#">Objective, Tunis #140 (w/Mag)</a>   | <a href="#">Mint</a>    | n   | 1.0     | Out Of Print   | <del>\$14.00</del>          | <b>\$5.00</b>                            |
|        | Light crease on last 2pgs of mag; otherws mint. ■ Mag & Game. Game of the initial & confused brawl for control of Tunisia immediately after the Allied Torch landings to the distant west, Nov 42. The Vichy French posture is a key variable; can be a wild game. Uses Battles of N Afrika system. 3 scenarios. co/btln lvl, 2mi/hex, 200 counters. V.Van Borries'91 / ARTICLES ON: the Battle for Tunisia 1942; 20th Centur Mercenarios, 1899-1914; Biochemical warfare in ancient times; Railroad movement of troops during the American Civil War; Battle of Lissa, 1866.   |                         |     |         |                |                             |  |
| 45126  | <a href="#">Objective, Tunis #140 (w/Mag)</a>   | <a href="#">Mint</a>    | n   | 1.0     | Out Of Print   | <del>\$13.00</del>          | <b>\$5.00</b>                            |
|        | Mag & Game. Game of the initial & confused brawl for control of Tunisia immediately after the Allied Torch landings to the distant west, Nov 42. The Vichy French posture is a key variable; can be a wild game. Uses Battles of N Afrika system. 3 scenarios. co/btln lvl, 2mi/hex, 200 counters. V.Van Borries'91 / ARTICLES ON: the Battle for Tunisia 1942; 20th Centur Mercenarios, 1899-1914; Biochemical warfare in ancient times; Railroad movement of troops during the American Civil War; Battle of Lissa, 1866.   |                         |     |         |                |                             |  |
| 45086  | <a href="#">Objective, Tunis #140 (w/Mag)</a>   | <a href="#">New</a>     | n   | 1.0     | Out Of Print   | <del>\$15.00</del>          | <b>\$7.50</b>                            |
|        | Mag & Game. Game of the initial & confused brawl for control of Tunisia immediately after the Allied Torch landings to the distant west, Nov 42. The Vichy French posture is a key variable; can be a wild game. Uses Battles of N Afrika system. 3 scenarios. co/btln lvl, 2mi/hex, 200 counters. V.Van Borries'91 / ARTICLES ON: the Battle for Tunisia 1942; 20th Centur Mercenarios, 1899-1914; Biochemical warfare in ancient times; Railroad movement of troops during the American Civil War; Battle of Lissa, 1866.   |                         |     |         |                |                             |  |
| 70373  | <a href="#">Old Contemtables, Battle of Mons #228 (w/Mag)</a>   | <a href="#">New</a>     | n   | 1.0     | Out Of Print   | <del>\$22.00</del>          | <b>\$17.50</b>                           |
|        | Mag & Game. w/ variant counters for Back to Iraq 3 (33) & markers for Ottomans (20). Coverage of the small but expert British Expeditionary Force in northern France, at the first meeting between the Germans & Brits at Mons, 1914. 1mi/hex, 2hr/turn, btln/rgt level. Has the look & feel of a Command/XTR game. R.Bell'05 / ARTICLES ON: The British Expeditionary Force in WWI, & its Evolution; the Conflict in Angola; New info on PQ-17; German upward firing cannons on Night Fighters; Coup d'etat Attempt in Republic of Texas 1836; Asustralia in Somalia 1992-94; Iranian OoB 2004; Battle of Eylau 1807, w/ OoB.  |                         |     |         |                |                             |  |
| 57312  | <a href="#">Operation Elope #211 (w/Mag)</a>  | <a href="#">New</a>     | n   | 1.3     | Out Of Print   | <del>\$25.00</del>          | <b>\$20.00</b>                           |
|        | Mag & Game. Operation level game of the Allied intervention in the Russian Civil War, 1918-1919, in the northern Urals near Archangel. Ostensibly to prevent massive supplies from being captured, the intervention grew to attempting to defeat the Bolsheviks. 260 counters, 6mi/hex, 1mo/turn, co/pltn/rgt level. P.Moore'02 / ARTICLES ON: Allied Intervention in the Russian Civil War, 1917-20; Rise of the Soviet Army; the B-2 Bomber; the Indo-Pakistani power balance; the first Jacobite Wars in Britain, 1670-1701; Military History of Colonial Brazil. '01  |                         |     |         |                |                             |  |



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| Part#  | Game Title & Edition ( & Issue# for Mags)                            | Condtn               | Box | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|--|--|----------------------|-----|---------|----------------|-----------------------------|--|
| 104286   | <a href="#">Operation Shock Troops, Drv Damascus#168 (w/Mag)</a>     | <a href="#">Mint</a> | n   | 0.8     | Out Of Print   | <del>\$39.00</del>          | <b>\$28.00</b>                           |
| <p>Moisture stain affecting 1/4" margin of innermost rules page (only). Otherws mint. ■ Mag &amp; Game. Btlm-level game of the decisive Israeli counterattack on the Golan Heights, Oct 1973, that flanked Syrian forces &amp; brought the Israeli's within selling distance of Damascus, thus ending the Yom Kippur War. 240 counters, 1.5mi/hex, 1-2days/turn, co/btlm level. P.Moore'94 / ARTICLES ON: Operation Shock Troop, the Drive on Damascus, Oct. 1973; Israeli Defense Doctrine &amp; Tactics; Mitla Pass, Sinai 1956; Intelligence &amp; the Battle of Coral Sea, 1942; American Propaganda during the Revolutionary War; ERRATA for Savage Station &amp; 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.</p> |  |                      |     |         |                |                             |  |
| 65960  | <a href="#">Ottomans, Rise of the Turkish Empire#222 (w/Mag)</a>     | <a href="#">New</a>  | n   | 1.0     | Out Of Print   | <del>\$32.00</del>          | <b>\$25.00</b>                           |
| <p>Mag &amp; Game. Strategic level, 2-4 player game of the rise of the Turkish empire, 1453-1571, thruout the eastern Mediterranean and Black Sea areas. Game emphasizes chaotic &amp; changing nature of alliances of the period. Game has a bit of everything (including classic DG proofing errors): diplomacy w/ alliances &amp; backstabbing; land &amp; naval movement; colonization; pillaging; mercenaries. 2 scenarios &amp; campaign game. J.Miranda'04 / ARTICLES ON: Ottomans v Hapsburg in Europe; Intelligence Operations Prior to WWI; Australia &amp; the Solomons; German Assassination Plans for the Big 3 Leaders in Tehran; Frigates; German Radars of WWII; Misunderstandings of Ancient Naval Warfare; Warplan Dropshot &amp; US Planning for WWII; Organization of the US Air Force in the 1950s.</p>   |  |                      |     |         |                |                             |  |
| 97017  | <a href="#">Over the Top: Mons &amp; the Marne 1914 #186 (w/Mag)</a> | <a href="#">Mint</a> | n   | 0.8     | Out Of Print   | <del>\$32.00</del>          | <b>\$25.00</b>                           |
| <p>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 &amp; 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 &amp; the Marne, 1914; the Eastern Operation, the Japanese Plan to Conquer Hawaii; Cooperation between Germany &amp; the USSR 1920-33; the German Scharnhorst &amp; Gneisenau; Italian Tanks of WWII; Byzantium #183 &amp; First Arab-Israeli #185 Errata; 1848, Europe in Revolution; Evolution of the British Inf Battalion during the World Wars.</p>   |  |                      |     |         |                |                             |  |
| 104296   | <a href="#">Over the Top: Mons &amp; the Marne 1914 #186 (w/Mag)</a> | <a href="#">Mint</a> | n   | 0.8     | Out Of Print   | <del>\$42.00</del>          | <b>\$32.50</b>                           |
| <p>Marne TRC creased (folded) 6 times; otherws cherry. ■ Mag &amp; 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 &amp; the Marne, 1914; the Eastern Operation, the Japanese Plan to Conquer Hawaii; Cooperation between Germany &amp; the USSR 1920-33; the German Scharnhorst &amp; Gneisenau; Italian Tanks of WWII; Byzantium #183 &amp; First Arab-Israeli #185 Errata; 1848, Europe in Revolution; Evolution of the British Inf Battalion during the World Wars.</p>   |  |                      |     |         |                |                             |  |
| 136133   | <a href="#">Red Tide South #315 (w/Mag)</a>                          | <a href="#">New</a>  | n   | 0.9     |                | <del>\$29.50</del>          | <b>\$25.00</b>                           |
| <p>Mag &amp; game. Includes 49 variant counters for Red Tide West #15. Game of the hypothetical event of World War III as the Soviets invade northern Italy via Austria or Yugoslavia. Soviet goal is to capture key features of the northern industrialized Po Valley of Italy. Includes Nukes &amp; other WMD use. Stand-alone game that can be combined with earlier Red Tide West. Regt/Brig level, 1day/turn, 10mi/hex, 280 counters. Eric Harvey'19 / ARTICLES ON: Possible Soviet Attack on Italy; Stalemate at Borodino, 1812; the Second Boer War, 1899; Callapse of the Civilized Near East, Bronze Age Collapse c1300BC; Destruction of the French Army in 1812; von Spee's East Asia Squadron in 1914; Support for the United Kingdom by the Pacific island of Niue in 1914; Dr. Barnard's Breechloader Rifle.</p>   |  |                      |     |         |                |                             |  |
| 58030  | <a href="#">Rough &amp; Ready #212 (w/Mag)</a>                       | <a href="#">New</a>  | n   | 1.2     | Out Of Print   | <del>\$24.00</del>          | <b>\$20.00</b>                           |
| <p>Mag &amp; 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) &amp; Rio Sacramento (Feb 1847). Includes 2 maps, 240 counters. R.Berg'02 / ARTICLES ON: Taylor's Invasion of Northern Mexico, 1956; Bonnie Prince Charlie &amp; 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.</p>   |  |                      |     |         |                |                             |  |
| 67463  | <a href="#">Sedan Campaign, 1870 #224 (w/Mag)</a>                    | <a href="#">New</a>  | n   | 1.0     |                | <del>\$26.00</del>          | <b>\$22.00</b>                           |
| <p>Mag &amp; Game. Includes variant counters for Indochina (11), Belisarius (29), 1918 (9), Grp Soviet Forces (1), Ottomons (3), Boer War (10), Inv Taipai (10), Indo-Pakistani (48), Asia Crossroads (11), First Afghan (7), Xenophon (3), Chancellorsville/Plevna (8). Simpler, operational level game of the decisive campaign of the Franco-Prussian War, 1870. 4.4mi/hex, 3days/turn, div level. T.Bomba'04 / ARTICLES ON: Sedan Campaign 1870; Second Afghan War 1879-1881; the P-39 Aircobra &amp; Buffalo Fighters; Italo-Turkish War of 1911-12; Ascendancy of Athens 500-400BC; USN 5/25 AA Gun; Sixth SS Panzer Army in Hungary 1945; Armies of the Eastern Front 1944-5.</p>   |  |                      |     |         |                |                             |  |
| 130994   | <a href="#">Seven Years World War #221 (w/Mag)</a>                   | <a href="#">Mint</a> | n   | 1.0     | Out Of Print   | <del>\$32.50</del>          | <b>\$18.00</b>                           |
| <p>Cherry. ■ Mag &amp; Game. The 7 Years War covered as a global war of empire. 8 European powers plus India &amp; China compete for dominance. Can be played by 2-4 players thru military, economic &amp; 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 &amp; the art of battle management during the Seven Years War; the Alamo; first actions of Britain during WWII; Australians in Iraq 2003; Frederick War &amp; the Taiping Rebellion; Philippines Insurrection 1899-1902; Destruction of French Mobile Group 100 in Vietnam, 1954. '04</p>  |  |                      |     |         |                |                             |  |
| 64498  | <a href="#">Seven Years World War #221 (w/Mag)</a>                   | <a href="#">New</a>  | n   | 1.0     | Out Of Print   | <del>\$35.00</del>          | <b>\$22.50</b>                           |
| <p>Mag &amp; Game. The 7 Years War covered as a global war of empire. 8 European powers plus India &amp; China compete for dominance. Can be played by 2-4 players thru military, economic &amp; 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 &amp; the art of battle management during the Seven Years War; the Alamo; first actions of Britain during WWII; Australians in Iraq 2003; Frederick War &amp; the Taiping Rebellion; Philippines Insurrection 1899-1902; Destruction of French Mobile Group 100 in Vietnam, 1954. '04</p>  |  |                      |     |         |                |                             |  |

| Part#  | Game Title & Edition ( & Issue# for Mags)                       | Condtn                   | Box | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|--|---|--------------------------|-----|---------|----------------|-----------------------------|--|
| 63007  | <a href="#">Spanish Civil War Battles, v2 #219 (w/Mag)</a>      | <a href="#">New</a>      | n   | 1.2     | Out Of Print   | <del>\$22.00</del>          | <b>\$17.50</b>                           |
| Mag & Game. 2 more battles from the Spanish Civil War to complement those in the first set. Includes Guadalajara, March 1937, and the last Republican offensive at Penarroja, Jan.1939. 280 counters, 1mi/hex, 1day/turn, btnl/rgt/brg/div level. P.Moore'03 / ARTICLES ON: the Spanish Civil War 1936-39; Stalingrad & the End of German Invincibility; Kaiser's Africa Airship; Sydney Reily, Ace of Spies; War Chariot in China; First Sih War, 1845-6.   |   |                          |     |         |                |                             |  |
| 74814  | <a href="#">They Died with Their Boots On, v1 #236 (w/Mag)</a>  | <a href="#">&lt; New</a> | n   | 1.0     |                | <del>\$32.00</del>          | <b>\$25.00</b>                           |
| Crease on rear mag cover along spine due to poor storage; otherws new, unused. ■ Mag & Game. 2 games of US Army campaigns: Custer's Last Stand 1876, covering the US's campaign against the Cheyenne & Sioux thru the spring & summer; and the Quebec Expedition 1775-6, during which the US hoped to provoke Canadian succession by advancing on Quebec. Both are operation level, covering a multi-state area. 1 map in 2 sections, 280 counters. J.Miranda'06 / ARTICLES ON: Custer's Last Stand, the Little Bighorn-Yellowstone Campaign of 1876; the Revolution Marches North, the 1775 American Invasion of Canada; Friendly Fire in the War of 1812; Failsafe in the Strategic Air Command; Sepower in the Second Punic War; First Aircraft Carrier; Aerial Interdiction in the Korean War; the US Marines in the ETO, 1941-44.   |   |                          |     |         |                |                             |  |
| 74815  | <a href="#">They Died with Their Boots On, v1 #236 (w/Mag)</a>  | <a href="#">&lt; New</a> | n   | 1.0     |                | <del>\$31.00</del>          | <b>\$25.00</b>                           |
| Series of creases on rear mag cover near spine due to poor storage; otherws new & unused. ■ Mag & Game. 2 games of US Army campaigns: Custer's Last Stand 1876, covering the US's campaign against the Cheyenne & Sioux thru the spring & summer; and the Quebec Expedition 1775-6, during which the US hoped to provoke Canadian succession by advancing on Quebec. Both are operation level, covering a multi-state area. 1 map in 2 sections, 280 counters. J.Miranda'06 / ARTICLES ON: Custer's Last Stand, the Little Bighorn-Yellowstone Campaign of 1876; the Revolution Marches North, the 1775 American Invasion of Canada; Friendly Fire in the War of 1812; Failsafe in the Strategic Air Command; Sepower in the Second Punic War; First Aircraft Carrier; Aerial Interdiction in the Korean War; the US Marines in the ETO, 1941-44.  |   |                          |     |         |                |                             |  |
| 81297  | <a href="#">Triple Alliance War #245 (w/Mag)</a>                | <a href="#">New</a>      | n   | 1.0     | Out Of Print   | <del>\$24.00</del>          | <b>\$17.50</b>                           |
| Mag & Game. Paraguay takes on an alliance of Brazil, Argentina & Uruguay in a bloody S.American war, 1865-8. Strategic level, 25km/hex, brig/div level, 6mo/turn. J.Romero'07. ARTICLES ON: the Triple Alliance War; Art of War in the Middle Ages; Cordoba & the btl of Garigliano; US Army in future wars.   |   |                          |     |         |                |                             |  |
| 78858  | <a href="#">Twilight of the Ottomans #241 (w/Mag)</a>           | <a href="#">New</a>      | n   | 1.0     | Out Of Print   | <del>\$26.00</del>          | <b>\$20.00</b>                           |
| Mag & Game. Div/Corp level game of WW-1 in the Middle East from 1914-8. Covers the Ottoman's assault against the Suez, combat in the Caucasus region, and the Allied attacks from Egypt and the Persian Gulf. 2 scenarios covering the two halves of the war, plus campagin game. 140km/hex; 3mo/turn. Articles on the Ottoman Empire in WW1; the Transcaucasia Front in WW1; the Israeli destruction of Iraq's nuclear program; Russia's i Italy, 1799. J.Miranda'07 / ARTICLES ON: the Turkish Empire in the Great War; the Transcaucasia, the Forgotten Front in WWI; Polish cavalry charges in WWII; Imperial Roman Navy; Pre-Emptive War? Israel & the Destruction of Iraq's Nuclear Program; 199, Marshal Suvarov in Italy.  |   |                          |     |         |                |                             |  |
| 68548  | <a href="#">Twilight's Last Gleaming, War v2 #225 (w/Mag)</a>   | <a href="#">New</a>      | n   | 1.0     | Out Of Print   | <del>\$35.00</del>          | <b>\$30.00</b>                           |
| Mag & Game. Three more small battles from late in the War of 1812. The Thames (Oct 1813), Chippewa (July 1814), and Lundy's Lane (July 1814). 50men/factor, 100yd/hex, 15-60min/turn. 88 counters, 3 maps on 1 map surface. C.Diamond, W.Sariego,T.Bomba'04 / ARTICLES ON: Greatest Tank Battle: Kursk-Orel Salients, Summer 1943; Armies of the Eastern Front, 1943; Development of the Canadian Army, 1660-1900; Italy's Piaggio 108B Heavy Bomber; Cold War's Last Casualties; Austrian Divisions in WW2; Maurice of Nassau, Pioneer of Modern Warfare; Alcibiades, Demagogue of the Peloponnesian War.   |   |                          |     |         |                |                             |  |
| 69588  | <a href="#">Vinegar Joe's War #227 (w/Mag)</a>                  | <a href="#">New</a>      | n   | 1.0     | Out Of Print   | <del>\$39.00</del>          | <b>\$33.00</b>                           |
| 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.   |   |                          |     |         |                |                             |  |
| 132359   | <a href="#">Windhoek, Southwest Africa 1914-15 #313 (w/Mag)</a> | <a href="#">New</a>      | n   | 0.9     |                | <del>\$29.50</del>          | <b>\$24.00</b>                           |
| Mag & game. Game of World War I in German Southwestern Africa, 1914-15. Allied South African, British and Portugeuse forces try to conquer German forces quickly, while German forces strive to draw out their war beyond the historical timeframe of defeat of 10 months. Each side receives a fixed number of activation points per turn, and those are required to recruit & move units. Fighting centers over control (& repair) of railroads vital to Allied logistics and water holes. Small forces can have big effects. Company/btnl/brigade level, 25miles/hex, 25mi/hex, 1mo/turn, 176 counters. Joseph Miranda'18 / ARTICLES ON: Windhoek, the Campaign in German Southwest Africa, 1914-15; Could Athens Have Won the Peloponnesian War?; Hobkirk's Hill, Nathanael Greene & the Art of Phyrrik Victories; Naval Battle of Portman, 1873, Battle of Ironclads; Pyrrhus, Almost King of Sicily; Custer's Gattling Guns, Benefit or Burden; HMS Peterel on the Yangtze Riverin China; Cook Islands Contingents in World War I. |   |                          |     |         |                |                             |  |

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|---|--|---------------------|---|-----|--------------|--------------------|----------------|
| 130565  | <a href="#">Combat Veteran #31 (w/Mag)</a> | <a href="#">New</a> | n | 0.9 | Out Of Print | <del>\$25.50</del> | <b>\$21.00</b> |
| Mag & game. 2 player game of contemporary tactical combat at the individual infantryman level. Includes historial scenarios for a firefight in the Mekong Delta, 1967, and Outpost Keating, Afghanistan 2009. Both involved a platoon-sized US force against a numerically superior enemy. 40m/hex. 280 counters. Eric Harvey'17 / ARTICLES ON: Infantry Tactics & Weapons in Vietnam; Iran-Iraq Air War 1980-8; Russia's Next Moves: Syria & Donetsk Republic, New Look Brigades; US Doctrinal Response, Uranus Unmanned Vehicles; Nonotechnology and the Military; Back to War in the Western Sahara; Zapad Train Excercise; US Fire Brigade in the Mid East; Battle of Wanat, Afghanistan, 2008; Modern Russian Main Battle Tanks; US Century Series Jet Fighters in 20th Century.                                 |  |                     |   |     |              |                    |                |
| 104818  | <a href="#">Decision Iraq # 6 (w/Mag)</a>  | <a href="#">New</a> | n | 0.9 | Out Of Print | <del>\$25.00</del> | <b>\$20.00</b> |
| Mag & game. Complex game of the political & military conflict since the US invaded Iraq in 2003. Played on an area map. Views the conflict as one of stability & democracy versus Al Qaeda, Iran & insurgency (nothing about nationalism). Both players employ convention & unconventional forces seeking to enlarge their control & influence in the country & destroy enemy forces, and ultimately "control" Iraq. J.Miranda'13 / ARTICLES ON: Decison Iraq plus design notes; Mixro-terrain in Iraq; Airland Battle Doctrine for Fighting Conventional Wars; US Invasion of Panama; the Soccer War of 1969 between Honduras & El Salvador; A-19 Warthog USAF Ground Attach Aircraft; Focus on Uganda; BOMARC, Longest Ranged SAM Ever Built; EXACTO Sniper Rifles; Micro-Satellites & the Militarization of Space. |  |                     |   |     |              |                    |                |

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| Part#  | Game Title & Edition ( & Issue# for Mags)                        | Condtn              | Box | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|--|--|---------------------|-----|---------|----------------|-----------------------------|--|
| 134119   | <a href="#">Dragon vs Bear, China v Russia #12 (w/Mag)</a>       | <a href="#">New</a> | n   | 0.9     |                | <del>\$25.50</del>          | <b>\$23.00</b>                           |
| <p>Mag &amp; game. Game covers a future war between China &amp; Russia sometime in the next couple of decades. Both nations' armies have grown smaller, but have many more weapons at their disposal. Uses multiple scenarios depicting various reasons for war &amp; levels of mobilization. The use of "hyperwar" - modern technology - is deemed decisive in such a conflict &amp; is emphasized in the game. Map depicts the area from Beijing to Vladivostok westward to Lake Baikal. A re-thinking of earlier East is Red game. 228 counters, brg/div/corp level. J.Miranda'14 / ARTICLES ON: The Bear: Russian Forces in the 21st Century; The Dragon: Chinese Special Forces; Mali, Struggle for Central Africa; Operations Ryan, Able Archer: the Brink of Nuclear War; Cold War Culture, Uranium prospecting in the 1950s in the US; NATO; South Africa's G6 Rhino; US M1 Carbine &amp; its Cold War Career.</p>   |  |                     |     |         |                |                             |  |
| 127788   | <a href="#">Fallujah 2004, City Fighting in Iraq #23 (w/Mag)</a> | <a href="#">New</a> | n   | 0.9     | Out Of Print   | <del>\$25.50</del>          | <b>\$23.00</b>                           |
| <p>Mag &amp; game. Solitaire game covering the US-led coalition's fight for the Iraqi city of Fallujah in April &amp; Nov 2004, which became the biggest pitched battles of the war in Iraq. Player controls western forces on a somewhat abstracted point-point map of the city (superimposed on a satellite photo of the area). Goal is to amass points for total kills, capturing objectives and eliminating high value targets. 176 counters, area move map of the urban battleground. J.Miranda'16 / ARTICLES ON: Cold War Air Forces of NATO &amp; the Warsaw Pact; First Commonwealth Division, 1950-3; Border War, South Africans &amp; the Angolan Frontier; China's Naval Facilities in the Horn of Africa; Afghan National Army; Russian Strategy; Struggle for Mullah Fayyad Hiway, 2006; Advanced Rotocraft; Israel's Submarine Force; Military Readiness of the Persian Gulf States.</p>   |  |                     |     |         |                |                             |  |
| 127394   | <a href="#">Invasion Afghanistan #26 (w/Mag)</a>                 | <a href="#">New</a> | n   | 0.9     | Out Of Print   | <del>\$28.00</del>          | <b>\$26.00</b>                           |
| <p>Mag &amp; Game. Strategic level, solitaire game of the Soviet occupation and war in Afghanistan, 1979-89. Player controls Soviet forces attempting to destroy Mujahadeen morale &amp; resources. Played in 5 (3 starting in 1979 &amp; 2 in 1984) scenarios that pose missions that must be accomplished to win. 176 counters. J.Miranda'16 / ARTICLES ON: Soviet-Afghanistan War, 1979-89; US Strategic Air Command, From Nuclear Deterrence to Desert Storm; Prospects for War in the Baltic; Yemen Civil War, 2015; Replacing Argentina's Aging Air Force; China's Expanding Naval Mission; Russia's Ground War in Syria; Incidents on the Syrian-Turkish Border; Ilyushin IL-28 Tactical Bomber; The OH-6 Little Bird; the Last Jagdpanzer, Kanone.</p>   |  |                     |     |         |                |                             |  |
| 127800   | <a href="#">Isis War, Next Middle East War # 33 (w/Mag)</a>      | <a href="#">New</a> | n   | 0.9     |                | <del>\$25.50</del>          | <b>\$22.50</b>                           |
| <p>Mag &amp; game. Game set in the near future based on the perennial boogey man of many in the US, that Iran develops a nuke and uses it's military aggressively (quite contrary to US intelligence estimates of Iran's abilities &amp; intent). Kurds declare their independence from Iraq, join with Iranian &amp; Turkish Kurds, and a regional war quickly results with Turkey &amp; Iran &amp; ISIS remnants facing off against US, Iraqi &amp; Kurdish forces. Can also be played as an expansion to Oil War #2. Strangely, has little if anything to do with a war on ISIS. 18mi/hex, 3days/turn, brig/div/corp level. Ty Bomba'17 / ARTICLES ON: War on the Islamic State; History of Soviet &amp; Russian Involvement in the Middle East &amp; Africa; Modern Day Warlords; Eritrea vs Ethiopia, Frozen Conflict; Russian Zapad 2017 Military Exercises; Terrorism in Southeast Asia; Local Players in Syria; Sidi Ifni, Spain's Last War in Africa; Admiral Felix Budwell Stump; Special Operations in Vietnam.</p>   |  |                     |     |         |                |                             |  |
| 116746   | <a href="#">Modern War Magazine # 6</a>                          | <a href="#">New</a> | n   | 0.6     |                | <del>\$5.00</del>           | <b>\$2.00</b>                            |
| <p>ARTICLES ON: Decison Iraq plus design notes; Mixro-terrain in Iraq; Airland Battle Doctrine for Fighting Conventional Wars; US Invasion of Panama; the Soccer War of 1969 between Honduras &amp; El Salvador; A-19 Warthog USAF Ground Attack Aircraft; Focus on Uganda; BOMARC, Longest Ranged SAM Ever Built; EXACTO Sniper Rifles; Micro-Satellites &amp; the Militarization of Space. '13</p>   |  |                     |     |         |                |                             |  |
| 106011   | <a href="#">Next War in Lebanon #13 (w/Mag)</a>                  | <a href="#">New</a> | n   | 0.9     |                | <del>\$22.50</del>          | <b>\$19.00</b>                           |
| <p>Mag &amp; 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 &amp; 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 Hoccery &amp; US Unit Cohesion; Nanotech Soldiers &amp; Future Operations; Cold War Nuclear Weapons for Air Combat; Russia's T-90 Tank.</p>  |  |                     |     |         |                |                             |  |
| 130655   | <a href="#">Opaque War, Ukraine 2014 # 34 (w/Mag)</a>            | <a href="#">New</a> | n   | 0.9     |                | <del>\$29.00</del>          | <b>\$25.00</b>                           |
| <p>Mag &amp; game. Game of the military conflict between the Russian-supported Ukrainian rebels beginning with the Ukrainian gov't's anti-insurgent operation in April 2014. The government tries to secure two cities &amp; the major airport, while the rebels try to deny government control of the same 3 cities while putting other cities and the rail link to the Crimea. Limited fog of war until adjacent, plus the politics of the situation. Btln/rgt/brig level, 10mi/hex, 176 counters. Covers the area northwest of Donetsk. Javier Romero'18 / ARTICLES ON: Russo-Ukrainian Conflict; Battle of Latakia, Israeli Navy in the 1973 Yom Kippur War; Strategic Air COMman in the Vietnam War; China's Global Naval Strategy; Victory thru Airpower, Russia's Robot Tanks; South Korean Armed Forces; Strategy Changes in Yemen; China's Border Wars; Fatemiyoun Afghan Fighters in the Syrian Civil War; Military Working Dogs in Modern Warfare; Admiral Aumwalt Jr.</p>  |  |                     |     |         |                |                             |  |
| 124061   | <a href="#">Operation Musketeer #32 (w/Mag)</a>                  | <a href="#">New</a> | n   | 0.9     |                | <del>\$24.00</del>          | <b>\$20.00</b>                           |
| <p>Mag &amp; game. Published with 52 additional units &amp; markers for Combat Veteran #31. Game of the Israeli, French &amp; English capture of the Suez Canal in 1956 &amp; their attempt to impose a more favorable Egyptian government (to replace the popular, nationalist Nassar). Historical operations are depicted, with the eventual hypothetical of the USSR &amp; US being drawn in militarily, and developing into a hot war confrontation with the possibility of nuclear exchanges. Emphasis is on command control modeled thru the use of independent activation of various national contingents. Includes air forces. 228 counters, 15km/hex, 1+days/turn. rgt/brig level. Joseph Miranda'17 / ARTICLES ON: Operation Musketeer, Invasion of Egypt 1956; Battle of Mogadishu, Somalia 1993; US effort to build Kajaki Dam in Afghanistan; Possibilities of a US-Russian Alliance in the 21st Century; Colombia's Peace Process; Australia's Defense; Logistics of Terrorism; Russia's Tu-16 Blackjack Bomber Today; Indian Artillery Saga; Reemergence of the Taliban; Houti Missiles &amp; Saudi Arabia.</p> |  |                     |     |         |                |                             |  |
| 112340   | <a href="#">Red Dragon Falling #19 (w/Mag)</a>                   | <a href="#">New</a> | n   | 0.9     | Out Of Print   | <del>\$25.50</del>          | <b>\$22.50</b>                           |
| <p>Mag &amp; game. Game assumes an observed cycle of development, power &amp; chaos in China's history, and projects that into the near future in the form of a new Chinese civil war set in the 2020s. Any of many social factors provoke a crisis &amp; conflict. Map covers western half of China from north of Korea to Vietnam, including Taiwan. 2mo/turn, 80mi/hex, brig/div/army level, 176 counters. J.Miranda'15 / ARTICLES ON: the Coming Chinese Civil War; Battle of Chinese Farm, 1973; Operation Dingo, Rhodesia Raid 1977; the Far East in the Cold War; British Intervention in Jordan, 1958; Russian Airborne Armor, the ASU-85 &amp; BMD-4; US Navy's New Railgun; Islamic Revolutionary Guards Corp Air &amp; Space Forces.</p>  |  |                     |     |         |                |                             |  |

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|---|--|--------------------------|-----|---------|----------------|-----------------------------|--|
| 118614  | <a href="#">Target Iran #10 (w/Mag)</a>                          | <a href="#">New</a>      | n   | 0.9     | Out Of Print   | <del>\$39.00</del>          | <b>\$32.50</b>                           |
| Mag & game. Solitaire simulation of a hypothetical US-led coalition attack on one of the latest boogeymen, Iran, with the stated purpose of destroying nuclear & other WMD-related targets within that nation. Game includes a strategic, intelligence-gathering, cyberwar & build-up phase followed by the execution of an actual attack. Victory is determined by the effect of the strike on the worldwide price of oil. Strategic level, 228 counters. J.Miranda'14 / ARTICLES ON: Analysis of Targeting Iran: US Intervention Doctrine & Strategy, Closing the Hormuz Straights, Iranian Military; Battle of Na San, Indochina 1952; the Origin of US Joint Warfare Doctrine; the M551 Sheridan, Light Armor in Action; Focus on Eastern European Armies Today; the Future of the US Navy; Robin Olds & the Air War in Vietnam.  |  |                          |     |         |                |                             |  |
| <b>Decision Gms World at War (DecWaW)</b> <a href="http://www.decisiongames.com">http://www.decisiongames.com</a>   |  |                          |     |         |                |                             |  |
| 91777   | <a href="#">Afrikakorps, Decision in the Desert #11 (w/Mag)</a>  | <a href="#">New</a>      | n   | 1.0     | Out Of Print   | <del>\$44.00</del>          | <b>\$39.00</b>                           |
| Mag & Game. Includes 40 errata counters for Coral Sea & players aid card (missing from #10). New & rather luscious design using the They Died with Boots On system. Operational level game of the war in the N.African desert, 1941-2, from El Agheila to Suez. Monthly turns, 12.5mi/hex, moderate complexity, rgt/brig level. Includes attention to the intangibles that heavily influenced the campaign. 260 counters. J.Miranda'10 / ARTICLES ON: Campaign in the Desert, 1940-2; Afrikakorps designers notes; Romania in WW2; Savo Island; WW2 German Airborne Operations.   |  |                          |     |         |                |                             |  |
| 124259  | <a href="#">Bastogne Solitaire #56 (w/Mag)</a>                   | <a href="#">&lt; New</a> | n   | 0.9     |                | <del>\$24.00</del>          | <b>\$19.00</b>                           |
| Sml tear at btm spine repaired; otherws new & unused. ■ Mag & game. Solitaire game of the German siege of Bastogne & the surrounding area, 19-26 Dec 1944, defended by the US 101st Airborne. Player commands US forces trying to hold out until Patton's forces can breakthrough from the south. Can be played cooperatively by two players, each taking parts of the US defense. 176 counters. Germans approach via 4 tracks (roads) around the town. Co/Btltn level, 1"-500yds. US goal is to hold out till Patton relieves the town, or to collapse German morale. Joseph Miranda'17 / ARTICLES ON: Battle of Bastogne; Allied Military Intelligence in the Pacific in WWII; Polish 10th Motorized Cavalry Brigade in 1939; Beowulf, the German Invasion of the Baltic Islands, 1941; Mussolini's WMDs; 4th Nigerian Rifles; Rescue of the 807 MAETS from Albania; Invasion of Luxembourg, 1940.            |  |                          |     |         |                |                             |  |
| 137019  | <a href="#">Changsha, Second Battle of... #67 (w/Mag)</a>        | <a href="#">New</a>      | n   | 0.9     |                | <del>\$29.50</del>          | <b>\$26.00</b>                           |
| Mag & game. Operational level game of the Fall 1941 battle for Changsha, the capital of Hunan Province, China. The city changed hands a few time, then become important as a way to deny support to Hong Kong. Covers the 2nd (Sept 1941 and 3rd (Dec 1941) attempts by the Japanese to secure the city. 3 scenarios including an intro. Uses a chit activation system. Btltns/Rgts level, 3km/hex, 1-2days/turn, 280 counters. Bill Xuan'19 / ARTICLES ON: Second Battle of Changsha, China, 1941; Operation Foxley, plan to kill Hitler 1944; Battle of the Tannenberg Line, 1944; Weather at D-Day, June 6 1944; Australian Intelligence Services in 1942; Stalin's Turning a Blind Eye toward Barbarossa Preparations, 1941; the Axis in Afghanistan in WWII; The P38 Can Opener.   |  |                          |     |         |                |                             |  |
| 90773   | <a href="#">Destruction of Army Group Center 3rd # 9 (w/Mag)</a> | <a href="#">New</a>      | n   | 0.8     |                | <del>\$35.00</del>          | <b>\$29.00</b>                           |
| Mag & Game. Substantial redesign of this early SPI, multisenario game of the Soviet Summer'44 offensive that destroyed a exposed German army group. This version changes the scale to army/corp level & expands the scope of the game to cover the baltic states & NW Ukraine, opening up new options. 16mi/hex, 1wk/turn, corp/army lvl, 176 counters. J.Dunnigan, T.Bomba'09 / ARTICLES ON: Field Marshal Busch & the Destruction of AG Center 1944; Orde Wingate, pioneer of Special Ops; Southern Bomber Command, 15th Air Force; Tarawa recollections' 09  |  |                          |     |         |                |                             |  |
| 125241  | <a href="#">Escape Hell's Gate, Korsun Pocket #57 (w/Mag)</a>    | <a href="#">New</a>      | n   | 0.9     |                | <del>\$25.50</del>          | <b>\$22.00</b>                           |
| Mag & game. Game covering the final attempt of the German 3rd Panzer Corp to relieve the two corps of Germans encircled in the Korsun Pocket between 10-17 Feb 1944. Two battles are fought, with outside Germans attacking to break in, and the Soviets attempting to reduce the pocket. 280 counters, rgt/brig level, inspecific scale. Eric Harvey'17 / ARTICLES ON: Battle of Korsun-Cherkassy Pocket; Japan Surrenders, 1945; Serbian Collaborationist Forces, Auxiliaries or Clandestine Patriots?; Building the US Army in WWII; Curtis-Wright 21 Fighter; American Equipment & British Ingenuity in Northern Africa; Battle of Milne Bay, 1942.   |  |                          |     |         |                |                             |  |
| 88887   | <a href="#">Greater East Asia War # 6 (w/Mag)</a>                | <a href="#">New</a>      | n   | 0.9     | Out Of Print   | <del>\$35.00</del>          | <b>\$29.00</b>                           |
| Mag & Game. Strategic level game of Japan's war in China & SE Asia thruout WW2 (on land only). 120km/hex. , Brig/div/corp level, 3mo/turn. Uses Twilight of the Ottomans game system. J.Miranda'09 / ARTICLES ON: Japan's War in SE Asia in WW2; German Foreign Minister Ribbentrop in WW2; Naval Strategy in the Mediterranean 1939-45; Skorzeny's coup in Budapest, 1944.   |  |                          |     |         |                |                             |  |
| 100048  | <a href="#">Green Hell, Burma 1943-4 # 28 (w/Mag)</a>            | <a href="#">New</a>      | n   | 0.9     |                | <del>\$22.50</del>          | <b>\$18.00</b>                           |
| 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. |  |                          |     |         |                |                             |  |
| 94808   | <a href="#">Leningrad '41 #17 (w/Mag)</a>                        | <a href="#">New</a>      | n   | 0.8     | Out Of Print   | <del>\$27.50</del>          | <b>\$20.00</b>                           |
| Mag & Game. New game of AG North's drive on Leningrad from July-Aug 1941 uses the Manila'45 system. Assumes that von Manstein didn't pause before charging for the city. 3days/turn, 0.5km/hex, btltn/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.  |  |                          |     |         |                |                             |  |
| 101138  | <a href="#">Minsk, Battle of...1944 # 22 (w/Mag)</a>             | <a href="#">New</a>      | n   | 0.9     | Out Of Print   | <del>\$38.00</del>          | <b>\$32.00</b>                           |
| Mag & Game. Second in the East Front Battles game system. Covers the Soviet attack on Army Group Center that begin the Wermacht's collapse & retreat from the USSR. Two Soviet Tank armies drive on Minsk after cracking thru German lines. Germans must delay the Soviets & limit their gains. Rgt/brig level, 1 day/turn. J.Miranda'11 / ARTICLES ON: 1944 Battle for Minsk & the destruction of Army Group Center; Operational Analysis of the US Army in Tunisia 1943; Battle of Savo Island Reconsidered; Hitler's Military Conferences; Nazis in Hollywood movies; Utah & Omaha Beaches on D-Day; Soviet Mechanized Corps in 1941; US Gen. Geo Kenney; British WW2 research on creating a tsunami as a weapon. '11  |  |                          |     |         |                |                             |  |

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|--------|--|--------------------------|-----|---------|----------------|-----------------------------|--|
| 135654 | <a href="#">Operation Typhoon # 65 (w/Mag)</a>   | <a href="#">New</a>      | n   | 0.9     |                | <del>\$29.50</del>          | <b>\$25.00</b>                           |
|        | Mag & Game. Solitaire game of Army Group Center's final advance toward Moscow late in 1941, beginning in October. Player commands German forces. Soviet forces randomly materialize in a strength set by the terrain. Player must capture key geographic objectives. Includes dynamics for pocketing Soviet forces, and breakouts from those pockets. Game can be adapted to cooperative team play. 1-2wks/turn, Div level, 7.5mi/hex. 280 counters. Ty Bomba'19 / ARTICLES ON: Operation Typhoon, Germans at the Gates of Moscow; Objective Metz, 1944; Bougainville, Nov1943-July 1944; Resistance in Norway, 1940-45; Lost Eagles, Air Disaster over Morlaix France, 1942; the Decision to Attack the Soviet Union; Germany's Estonian Contingent in WWII; Schnell Zerstoror (German Ju-88 as fighters).  |                          |     |         |                |                             |  |
| 94443  | <a href="#">Soft Underbelly, Southern Italy 1943 #15 (w/Mag)</a>   | <a href="#">&lt; New</a> | n   | 0.9     | Out Of Print   | <del>\$21.00</del>          | <b>\$18.00</b>                           |
|        | Mag rear cover has a couple of vertical creases, and entire mag, map have a mild wave (non-creased fold) due to poor storage. Otherws new, unpunched, clean. ■ Mag & Game. w/48 variant counters for Great East Asian War. Game of the battle for the southern half of Italy in 1943. Modest complexity, 11mi/hex, 2-15days/turn, div level. Includes many what-if possibilities, as well as key elements of the campaign such as secondary invasions, paratroops, airpower, etc. T.Bomba'10 / ARTICLES ON: Allied & German strategy in Italy, 1943 including designers notes; double cross, the war between British MI-5 & German Abwher Intelligence Services; btl of Sangshak (near Imphal), India, 1944; Analysis of the Polish Military in 1939; US Advance to Linz, Austria, May 1945; Radar bombing in WW2; Golden Age of WW2 Humor on TV. '10                                  |                          |     |         |                |                             |  |
| 94115  | <a href="#">Soft Underbelly, Southern Italy 1943 #15 (w/Mag)</a>   | <a href="#">New</a>      | n   | 0.9     | Out Of Print   | <del>\$24.00</del>          | <b>\$21.00</b>                           |
|        | 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   |                          |     |         |                |                             |  |
| 95114  | <a href="#">South Seas Campaign 1942-3 #18 (w/Mag)</a>   | <a href="#">New</a>      | n   | 0.9     | Out Of Print   | <del>\$50.00</del>          | <b>\$39.00</b>                           |
|        | Mag & Game. Operational-strategic level game for control of the south seas & sthe shipping channels approach Australia. Includes the campaign for Port Moresby & Guadalcanal. 2-8wks/turn, rgt/div level, 90mi inch. Includes many special features including random events, reinf & withdrawals, invading Australia & the Tokyo Express w/ area move map & 231 counters. Uses the Red Dragon Rising system. J.Miranda'11 / ARTICLES ON: the South Seas Campaign 1942-3 w/ design notes; Battle of Changkufeng Hill, China, July-Aug 1938; Hell in a Cold, Sml Place, Btl of Hatten-Rittershoffen, 1945; Soviet Air Force in WW2; Myths of Singapore's guns; Germany's Titanic; German evacuation of the Baltic 1945; Nazi art theft in WW2; Charlie Bell's War.   |                          |     |         |                |                             |  |
| 117249 | <a href="#">Zhukov's War #50 (w/Mag)</a>   | <a href="#">New</a>      | n   | 1.3     | Out Of Print   | <del>\$45.00</del>          | <b>\$39.00</b>                           |
|        | 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. |                          |     |         |                |                             |  |

**Draco Ideas (DIN)**

|        |  |                     |           |     |  |                    |                |
|--------|--|---------------------|-----------|-----|--|--------------------|----------------|
| 137719 | <a href="#">Normandy, the Beginning of the End</a>   | <a href="#">New</a> | <b>BC</b> | 3.8 |  | <del>\$69.00</del> | <b>\$59.00</b> |
|        | Stand alone, grand tactical game of combat on the beaches & bocage areas of Normandy after D-Day, June 1944. Uses the War Storm series (Las Barracadas). Spanish-produced, English-language version. 200m/hex, 5 countersheets, 4 geomorphic maps, 12-15min/turn. Juan Carlos Cebrian, Nicolas Eskubi'18 |                     |           |     |  |                    |                |

**Eagle Games (EGL)**<http://www.eaglegames.net>

|        |  |                       |           |     |              |                    |                |
|--------|--|-----------------------|-----------|-----|--------------|--------------------|----------------|
| 111766 | <a href="#">Age of Mythology, the Boardgame</a>  | <a href="#">Mint</a>  | <b>LB</b> | 4.5 | Out Of Print | <del>\$50.00</del> | <b>\$34.00</b> |
|        | 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  |                       |           |     |              |                    |                |
| 134678 | <a href="#">Attack!</a>  | <a href="#">Excel</a> | <b>FB</b> | 4.2 | Out Of Print | <del>\$25.00</del> | <b>\$19.00</b> |
|        | Complete & ~25% punched. ■ Large 2-6 player, area-move game of WW2-era combat w/ 600+ of plastic minis of tanks, planes, artillery & infantry, plus colorful cards for naval & economic resources. Map covers the Americas, Africa & Europe - basically the whole world. The plentiful colorful minis, beautiful world map & simple game system makes for a great game for beginners. Expansion kit available seperately. '03  |                       |           |     |              |                    |                |
| 134847 | <a href="#">Napoleon in Europe</a>   | <a href="#">Good</a>  | <b>GB</b> | 8.6 | Out Of Print | <del>\$80.00</del> | <b>\$49.00</b> |
|        | Missing 2 event/abilities cards; ID included. Missing battle board, but not necessary for play (see simple procedure in rules. Missing 1 mini unit; ID included. 6 infantry minis have rifle stock broken off. Rules cover separating from staple & repaired. Packed in original box bottom & generic, homemade cardboard box top; box reinforced with clear packing tape. Quite serviceable. ■ Third game in this impressive series of Axis & Allies-on-steroids type game. This edition covers the Napoleonic wars in Europe, 1796-1815 on a strategic scale, with 3 rules versions, multiple scenarios, a large map & hundreds of accurate plastic miniatures. For up to 7 players. '02 |                       |           |     |              |                    |                |

**Euro Games / Descartes (EuroG)**<http://www.descartes-editeur.com/english.htm>

|        |  |                        |           |     |              |                    |                |
|--------|--|------------------------|-----------|-----|--------------|--------------------|----------------|
| 129241 | <a href="#">Serenissima</a>  | <a href="#">VeryGd</a> | <b>LB</b> | 4.4 | Out Of Print | <del>\$25.00</del> | <b>\$20.00</b> |
|        | Substantially complete: missing 1 (of 28) galley, 2 (of 28) flag bases, 26 flag masts, 1 coin, 1 sailor. 4" piece of masking tape on box btm, 1" tape removal mar on 1 box side. Otherws complete & clean. ■ 2-4 player, modestly simple game of international trade & warfare thruout the Mediterranean prior to Columbus. Emphasis is on trade & player interaction. Excell component quality thruout. |                        |           |     |              |                    |                |

| Part# | Game Title & Edition ( & Issue# for Mags) | Condtn | Box | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|-------|---|--------|-----|---------|----------------|-----------------------------|--|
|-------|---|--------|-----|---------|----------------|-----------------------------|--|

**Excalibre Games (Excal)**<http://www.Excalibregames.com>

|  |                                   |            |    |     |  |                    |                |
|--|-----------------------------------|------------|----|-----|--|--------------------|----------------|
| 127108   | <b><u>Mighty Fortress 2nd</u></b> | <u>New</u> | BC | 1.3 |  | <del>\$30.00</del> | <b>\$26.00</b> |
| Includes 2009 Setup/Victory Condition card set update. ■ Includes 2009 Setup/Victory Condition card set update. RECOMMENDED 6 player game of reformation, 1532-55, with dual layers of military & religious conflict thruout Europe. Very simple mechanics focused on economics and diplomacy, yet a tense & difficult situation with each player having widely different goals that may change game to game. J.Dunnigan, J.Miranda'11 |                                   |            |    |     |  |                    |                |

**FASA Corp. (FASA)**

|  |                         |              |    |     |              |                    |               |
|--|-------------------------|--------------|----|-----|--------------|--------------------|---------------|
| 85779  | <b><u>Whirlwind</u></b> | <u>Excel</u> | BC | 1.5 | Out Of Print | <del>\$10.00</del> | <b>\$5.00</b> |
| Simpler, 2-6 player game based on James Clavell's novel of the final, turbulent days of the Shah of Iran & the Iranian Revolution that finally deposed him in 1979. Players are pilots in a British helicopter company seeking to leave Iran with as much loot as possible (situation normal). '86 |                         |              |    |     |              |                    |               |

**Fat Messiah Games (FatMes)**<http://www.fatmessiahgames.com>

|   |  |            |    |     |  |                    |               |
|---|--|------------|----|-----|--|--------------------|---------------|
| 99984   | <b><u>Shapeshifters, 3rd [10th Anniv Ed]</u></b> | <u>New</u> | Fo | 0.4 |  | <del>\$10.00</del> | <b>\$5.00</b> |
| Update & expansion of FM's first game, a simpler Sci-Fi game w/ higher end DTP graphic qualities. 2-4 players battle as magicians able to assume animal shapes at will. This edition adds expansion counters, new scenarios & new rules. M.Wasson, N.Sofge'03 |  |            |    |     |  |                    |               |

**Flying Buffalo (FlyBuf)**<http://www.flyingbuffalo.com>

|   |   |            |    |     |              |                    |                |
|---|---|------------|----|-----|--------------|--------------------|----------------|
| 127425  | <b><u>Berserker, Man Against Machine, 2nd</u></b> | <u>New</u> | HC | 0.6 | Out Of Print | <del>\$29.00</del> | <b>\$22.50</b> |
| Simpler game of human defense of Earth against onslaught of robot-manned spaceships intent on destroying the planet. Ship-ship combat following the novels of F.Saberhagen. F.Saberhagen, R.Loomis'82 |   |            |    |     |              |                    |                |

**Game Designers Workshop (GDW)**

|  |   |               |    |     |              |                    |                |
|--|---|---------------|----|-----|--------------|--------------------|----------------|
| 122907   | <b><u>2300AD RPG: Deathwatch Program</u></b>          | <u>Excel</u>  | Bk | 0.4 | Out Of Print | <del>\$8.00</del>  | <b>\$4.00</b>  |
| Adventure sourcebook for the 2300AD RPG. Players are offered \$ to transfer a single passenger from Corpus Cristi TX to Monteray Mexico. Simple. But then people start shooting at you. And your support is caught up in the combat. You find yourself locked in a duel that goes across Earth & into space. '90                               |   |               |    |     |              |                    |                |
| 101018   | <b><u>House Divided, 1st: HOUSE RESTORED COPY</u></b> | <u>VeryGd</u> | n  | 0.1 | Out Of Print | <del>\$3.00</del>  | <b>\$1.00</b>  |
| Photocopy. ■ Photocopy of a key, 3-part rules revision article, tweaking & extending the rules. Adds morale, leaders, political consequences, etc. A.Emrich. Also includes an 1864 scenario.   |   |               |    |     |              |                    |                |
| 124388   | <b><u>Trenchfoot</u></b>                              | <u>Mint</u>   | BC | 1.0 | Out Of Print | <del>\$33.00</del> | <b>\$18.00</b> |
| Unpunched. Some spots on charts due to aging. Box cover concaved. Tape remnants & 2 sml mars on 2 box btm sides. ■ V.simple game of man-man combat in sml unit actions from the WWI era, including scenarios from Russo-Jap war (1905) to WWI to Chaco (1935) w/ less than a dozen units to a side. 23 scenarios, 240 counters.. F.Chadwick'81 |   |               |    |     |              |                    |                |
| 122914   | <b><u>Twilight 2000 2nd: Free City of Krakow</u></b>  | <u>Good</u>   | Bk | 0.5 | Out Of Print | <del>\$6.00</del>  | <b>\$5.00</b>  |
| Major coffee spill stains 4 pgs & spine of other pages; otherws VGd. ■ Adventure module set in & around the Polish town of Krakow, as the US 5th Div tries to make its way west & stops in this haven that was spared most of the ravages of WWII. William Keith'85  |   |               |    |     |              |                    |                |
| 122716   | <b><u>Twilight 2000 RPG Rules 2nd</u></b>             | <u>Excel</u>  | Bk | 0.6 | Out Of Print | <del>\$60.00</del> | <b>\$45.00</b> |
| RPG of post-apocalyptic soldiers trying to fight their way "home" thru very unfriendly land. F.Chadwick'90   |   |               |    |     |              |                    |                |

**Game Publicatns GAME FIX (GPGGFx)**

|   |  |             |   |     |              |                   |               |
|---|--|-------------|---|-----|--------------|-------------------|---------------|
| 91069   | <b><u>Among Nations #9 (w/Mag)</u></b> | <u>Mint</u> | n | 0.6 | Out Of Print | <del>\$7.00</del> | <b>\$4.00</b> |
| Mag & game. Simpler, colorful 3-6 player game of horsetrading among nations. Players try to further their own agenda while hindering that of other players. Cards must be cut out prior to play. D.Verssen'95 / Articles on industry news; strategy in Among Nations; interview with Richard Dengel, designer; Van Dorn's Raid at Holly Springs, Dec 1862, scenario for Rebel Yell; optional rules for Ancients; state of the hobby by Jack Greene. |  |             |   |     |              |                   |               |
| 15209   | <b><u>Among Nations #9 (w/Mag)</u></b> | <u>New</u>  | n | 0.6 | Out Of Print | <del>\$9.00</del> | <b>\$5.00</b> |
| Mag & game. Simpler, colorful 3-6 player game of horsetrading among nations. Players try to further their own agenda while hindering that of other players. Cards must be cut out prior to play. D.Verssen'95 / Articles on industry news; strategy in Among Nations; interview with Richard Dengel, designer; Van Dorn's Raid at Holly Springs, Dec 1862, scenario for Rebel Yell; optional rules for Ancients; state of the hobby by Jack Greene. |  |             |   |     |              |                   |               |

**Gamers (% MMP) (Gamers)**<http://www.multimanpublishing.com>

|   |                               |              |    |     |              |                    |                |
|---|-------------------------------|--------------|----|-----|--------------|--------------------|----------------|
| 122067  | <b><u>Black Wednesday</u></b> | <u>Excel</u> | BC | 1.5 | Out Of Print | <del>\$40.00</del> | <b>\$25.00</b> |
| ADDTL SHIPPING. 2 maps professionally laminated & must ship separately (or be folded). Counter corners litely & 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 preceed 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 |                               |              |    |     |              |                    |                |
| 108558  | <b><u>Black Wednesday</u></b> | <u>New</u>   | BC | 1.5 | Out Of Print | <del>\$34.00</del> | <b>\$30.00</b> |
| 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 preceed 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   |                               |              |    |     |              |                    |                |

## Great Games at Really GREAT Prices !

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

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

| Part#  | Game Title & Edition ( & Issue# for Mags)   | Condtn                 | Box | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|--------|---|------------------------|-----|---------|----------------|-----------------------------|--|
| 132315 | <a href="#">Counter Tray, GAMERS Style Tray</a>   | <a href="#">VeryGd</a> | n   | 0.2     | Out Of Print   | <del>\$2.00</del>           | <b>\$1.00</b>                            |
|        | Dusty tray cover. Several cracks on tray btm sides. Entirely servicable. ■ Gamers style 2pc counter tray. Forms a relatively secure tray but is difficult to further secure with tape or paper clips. 20 compartment.   |                        |     |         |                |                             |  |
| 109066 | <a href="#">Counter Tray, GAMERS Style Tray</a>   | <a href="#">Mint</a>   | n   | 0.2     | Out Of Print   | <del>\$3.50</del>           | <b>\$1.50</b>                            |
|        | Gamers style 2pc counter tray. Forms a relatively secure tray but is difficult to further secure with tape or paper clips. 20 compartment.  |                        |     |         |                |                             |  |
| 42542  | <a href="#">Gamers Repl Counters 1992</a>   | <a href="#">VeryGd</a> | n   | 0.2     | Out Of Print   | <del>\$8.00</del>           | <b>\$4.50</b>                            |
|        | 1/4" mar to face of one Stalingrad Pocket counter wholly obscures 2 of 3 unit values; slight scuffs to 5 other units. Unpunched. ■ 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  |                        |     |         |                |                             |  |
| 42543  | <a href="#">Gamers Repl Counters 1992</a>   | <a href="#">New</a>    | n   | 0.2     | Out Of Print   | <del>\$20.00</del>          | <b>\$6.00</b>                            |
|        | 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   |                        |     |         |                |                             |  |
| 42554  | <a href="#">Gamers Repl Counters 1994</a>   | <a href="#">New</a>    | n   | 0.2     | Out Of Print   | <del>\$10.00</del>          | <b>\$7.50</b>                            |
|        | Repl counters & errata for GD'40 (8), Matanikau (3), Ardennes (8), Gud Blitz 1st (120), Total 140. '94  |                        |     |         |                |                             |  |
| 64771  | <a href="#">Gamers Repl Counters 1995</a>   | <a href="#">VeryGd</a> | n   | 0.2     | Out Of Print   | <del>\$12.00</del>          | <b>\$7.50</b>                            |
|        | Unpunched & unused, but one GD'40 counter has a marr in upper corner. ■ Repl counters for Blk Wed (2), Hunters (1), Perryville (38), CivWar series (47), April's Harvest (2), GD'40 (26), Tunisia (4). Total 140. '95   |                        |     |         |                |                             |  |
| 42589  | <a href="#">Gamers Repl Counters 1998</a>   | <a href="#">New</a>    | n   | 0.2     | Out Of Print   | <del>\$10.00</del>          | <b>\$8.00</b>                            |
|        | Repl counters & errata for Gaines Mill (1), Semper Fi (1), GD'41 (1), Semper Fi/Raging Storm (83), Stalingrad Pkt II (5), OCS supply markers (32). Total 140. '98   |                        |     |         |                |                             |  |
| 122065 | <a href="#">GD'40, Battle for Stonne, France, 1940</a>  | <a href="#">Excel</a>  | BC  | 1.4     | Out Of Print   | <del>\$60.00</del>          | <b>\$37.50</b>                           |
|        | ADDTL SHIPPING. Map professionally laminated & must ship separately (or be folded). Counter corners litely & v.neatly clipped. Minor scuffing of box. ■ 5th gm in Tac Combat series, w/3rd ed rules. 1st in intended series covering Gross Deutschland unit thruout war. Fast, continuous action as GD rgt goes for the high ground near Stonne, France, to protect 19th Pzr Corp's flank while French counter w/ 3 div attack. Wig Graves'93   |                        |     |         |                |                             |  |
| 109063 | <a href="#">Guderian's Blitzkrieg 1st</a>   | <a href="#">Mint</a>   | BC  | 2.0     | Out Of Print   | <del>\$54.00</del>          | <b>\$45.00</b>                           |
|        | Detailed op lvl gm of Germans' right wing's advance on Moscow, Sept-Dec'41, using the Operational Combat game system. Very colorful game that rewards careful, detailed planning. 1260 counters, 2 maps, 8 scenarios. D.Essig'92  |                        |     |         |                |                             |  |
| 122068 | <a href="#">Hunters from the Sky</a>  | <a href="#">Excel</a>  | BC  | 1.5     | Out Of Print   | <del>\$45.00</del>          | <b>\$28.00</b>                           |
|        | ADDTL SHIPPING. 2 maps professionally laminated & must ship separately (or be folded). Counters litely & v.neatly clipped. Series rules neatly underlined in green ink. Otherws EX. ■ 6th game in the Tactical Combat game series. Covers the German airborne invasion of the main airfield on Crete, May 1941. Entire invasion hinges on the German Sturm (assault) regt capturing the airfield so more heavily armed reinforcements can land to secure the island. Platoon level, modest complexity, 20min/turn, 125yd/hex, 2 maps, 840 countrs, 4 scenarios. W.Graves'94   |                        |     |         |                |                             |  |
| 109062 | <a href="#">In Their Quiet Fields, Antietam 1st</a>   | <a href="#">Mint</a>   | n   | 1.0     | Out Of Print   | <del>\$24.00</del>          | <b>\$19.00</b>                           |
|        | Packaged in a ziplock (no box). Mild sun discoloration to most of one side of 1 of 2 identical CRT charts. Otherws mint/unpunched. Apparently a remnant copy sans box. ■ No Box. Grand tactical game of the battle of Antietam, 1862, using the Gamers Civil War Brigade system. Lee's outnumbered Confederate army narrowly avoids defeat, yet both armies could have won this bloodiest battle. Game later revised in 1995. D.Essig'88  |                        |     |         |                |                             |  |
| 109973 | <a href="#">In Their Quiet Fields, Antietam 3rd</a>   | <a href="#">Excel</a>  | BC  | 1.2     | Out Of Print   | <del>\$45.00</del>          | <b>\$35.00</b>                           |
|        | 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   |                        |     |         |                |                             |  |
| 109891 | <a href="#">Objective Schmidt</a>   | <a href="#">Good</a>   | BC  | 1.8     | Out Of Print   | <del>\$42.50</del>          | <b>\$29.00</b>                           |
|        | Missing ALL (~300) markers & 'Miller Artil Tables' (supplanted by later ed rules); ONLY unit counters present, you will need to make your own marker set. Game otherws VGood. v3.1 & 4.0 series rules proved as clean color laser printed copies. Exclusive rules have a slight discoloration on cover. Counters neatly clipped. German morale chart annotated to add 3 formations. Box side panels mildly sun faded. ■ Early & rare, detailed & colorful 9 scenario gm of the difficult & ultimately unsuccessful attack by US 28th Inf into Hurtgen Forest, Nov'44. 1 map, 840 counters. Tac Combat Series game #2. D.Powell'90 |                        |     |         |                |                             |  |
| 122063 | <a href="#">Raging Storm</a>  | <a href="#">Excel</a>  | BC  | 1.6     | Out Of Print   | <del>\$50.00</del>          | <b>\$39.00</b>                           |
|        | ADDTL SHIPPING. 2 maps professionally laminated & must ship separately (or be folded). 1 of 2 charts sets also laminated. Counters litely & v.neatly clipped. ■ 11th in the Tactical Combat Series. Covers the difficult fighting around the Campoleone Salient near Anzio early in 1944. 6 scenarios cover the 2 day battle. 700 counters, 2 maps, company level. N.Roberts & B.Runnicles'97   |                        |     |         |                |                             |  |

## Games Research &amp; Design (GRD)

<http://hmsgd.com>

|        |                            |                      |           |     |  |                     |                |
|--------|----------------------------|----------------------|-----------|-----|--|---------------------|----------------|
| 106947 | <a href="#">Over There</a> | <a href="#">Mint</a> | <b>GB</b> | 7.5 |  | <del>\$109.00</del> | <b>\$89.00</b> |
|--------|----------------------------|----------------------|-----------|-----|--|---------------------|----------------|

Cherry mint. ■ Massive game covering the last 2 years of WW-1 on multiple fronts using the Great War game series. 9 scenarios include Capporetto, 1918 Peace offensive, Black Autumn, Askari, Boer Revolt & Pershings expeditin into Mexico. Mates w/ earlier March to Victory to cover the remainder of the war. Includes the Italian front, portions of Africa and the 2nd Mexican-American War. Box is crammed w/ paper including about 1.5" of rules/scenarios, counters, & 28pgs of errata (3640 counters, 9 map sections, 410pgs of OoB. Whew! '02

## Gamescience (GmSci)

| Part#  | Game Title & Edition ( & Issue# for Mags)                    | Condtn  | Box       | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|--|--|---|-----------|---------|----------------|-----------------------------|--|
| 121468   | <a href="#">Fighter Pilot Mini Rules Deluxe [2nd]</a>        | <a href="#">Mint</a>  | SB        | 0.5     | Out Of Print   | <del>\$18.00</del>          | <b>\$12.50</b>                           |
| 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  |  |   |           |         |                |                             |  |
| <b>GMT Games (GMT)</b>   |  | <a href="http://www.gmtgames.com">http://www.gmtgames.com</a> |           |         |                |                             |  |
| 135825   | <a href="#">Cataclysm, a Second World War</a>                | <a href="#">New</a>   | BC        | 2.6     |                | <del>\$54.00</del>          | <b>\$45.00</b>                           |
| 2-5 player game of the entirety of World War II, including the six years prior to the outbreak of hostilities after Hitler's rise to power. Players must craft diplomatic strategy and domestic political support for it, including shifting each nation's economy to a war footing while building up military forces. Play is based on event chit draws, which each draw being held or immediately resolved. Units represent political or military actions, as well as generic military units. Military combat is resolved via the highest role on 3 dice, and it is possible to increase the number of dice in selected campaigns. Suitable for solitaire play. 2 half-sized mapsheets, 2 countersheets, 2yrs/turn, area move. William Terdasloavich, Scott Muldoon'18       |  |   |           |         |                |                             |  |
| 136769   | <a href="#">Commands &amp; Colors, Ancients: MOUNTED MAP</a> | <a href="#">New</a>   | Fo        | 1.4     |                | <del>\$15.00</del>          | <b>\$12.50</b>                           |
| Mounted map (only) for this game. Presents the standard map in a mounted format. '11   |  |   |           |         |                |                             |  |
| 121721   | <a href="#">Cuba Libre, Castro's Insurgency 2nd</a>          | <a href="#">New</a>   | <b>DC</b> | 3.3     | Out Of Print   | <del>\$40.00</del>          | <b>\$34.50</b>                           |
| 2016 2nd edition. Last copy. ■ 1st Reprint & revision of this game using the COIN (Counter Insurgency) system covering the model of the late-20th century guerilla revolution, Castro's overthrow of the corrupt Batista regime in Cuba. Beginning with just 12 dedicated men, Castro build's political base & allies with rival guerilla factions to throw the bastard out. Playable solitaire or with up to 4 players. Uses a deck of 48 cards to influence play. 52 cards, 106 wood pieces. V.Ruhnke, J.Grossman'16   |  |   |           |         |                |                             |  |
| 135131   | <a href="#">Gallipoli 1915, Churchill's Gamble</a>           | <a href="#">New</a>   | <b>DC</b> | 3.4     |                | <del>\$69.00</del>          | <b>\$57.50</b>                           |
| Playable monster game of the first few days of the Allied invasion by a quarter-million men of the Gallipoli Peninsula in what is now northern Turkey. Game suggests that an Allied victory was within reach. Includes 2 maps and 10 countersheets, with single map scenarios. '18   |  |   |           |         |                |                             |  |
| 130386   | <a href="#">Great Battles of Alexander, 2nd</a>              | <a href="#">VeryGd</a>  | HC        | 1.4     | Out Of Print   | <del>\$30.00</del>          | <b>\$25.00</b>                           |
| Substantially complete: missing 2 units & 26 markers; ID & color photocopied replacements included. Rules mildly soiled thru use. Some counter corners clipped. Counterset assembled from 2 sets, some color variation evident among counters. ■ Four of Alexander the Great's most famous battles: Macedonia v Greece @ Chaeronea (Aug 338BC); Alex v the Persian screening force @ Granicus (May 334BC); Alex recovers his Line Of Communication from Persian forces @ Issus (Nov 333BC); and Alex defeats Darius III, King of Persia @ Gauamela (Oct 331BC). Grand tactical level. Supplemented by kits adding new battles (and maps & counters). 600 counters, 2 double-side maps, 15-20min/turn, 60-70yd/hex. Multiple later editions were published. R.Berg, M.Herman'93 |  |   |           |         |                |                             |  |
| 128925   | <a href="#">Great Battles of Alexander, 3rd (Deluxe)</a>     | <a href="#">Mint</a>  | n         | 1.0     | Out Of Print   | <del>\$45.00</del>          | <b>\$32.50</b>                           |
| Unpunched. Packaged in a ziplock (no box or die). 3" moisture stain on inner cover of rules, plus a couple of other sml isolated spots. Otherw clean & unpunched. ■ Packaged in a ziplock (no box or die). Expanded version of this popular and award-winning game, the first in the Great Battles of History system. Deluxe version is upgraded and now includes nearly every battle that Alexander fought in a single package, collecting together the several kits previously published seperately. Includes the battles of Chaeronea 338BC, Lyginus 335BC, Pelium 335BC, Granicus 334BC, Issus 333BC, Guagamela 331BC, Jaxartes 329BC, Samarkand 329-8BC, Arigaeum 327BC, Hydaspes 326BC. 720 counters, 3 double-side maps. Mark Herman, Richard Berg'95                   |  |   |           |         |                |                             |  |
| 132531   | <a href="#">Hitler's Reich, WW2 in Europe</a>                | <a href="#">New</a>   | BC        | 2.6     |                | <del>\$49.00</del>          | <b>\$40.00</b>                           |
| Fast-playing, area-move game of World War II in Europe, northern Africa, the north Atlantic & Mediterranean. First in the Card Conquest game system. Uses a simple card game system & wooden pieces, where cards determine combat strength for involved pieces. Includes competition on the battlefield as well as politically & economically. Designed as a game first & foremost, with lots of action as well as historical flavor. Includes rules for solitaire as well as 3-4 person play. Mark McLaughlin'18  |  |   |           |         |                |                             |  |
| 132252   | <a href="#">No Retreat! Polish &amp; French Fronts</a>       | <a href="#">New</a>   | BC        | 2.5     |                | <del>\$39.00</del>          | <b>\$30.00</b>                           |
| Fourth Game in the No Retreat! series. Covers the invasions of Poland in 1939, and France and the Low Countries in 1940. Games are independent, but can be linked to allow variable French intervention. Card-assisted game makes every battle unique & a little unpredictable. Easy to learn system makes it good for beginners. 2-4days/turn, div/corp level, 18mi/hex. Carl Paradis'18  |  |   |           |         |                |                             |  |
| 123047   | <a href="#">Operation Dauntless</a>                          | <a href="#">New</a>   | BC        | 2.8     |                | <del>\$40.00</del>          | <b>\$32.50</b>                           |
| Grand tactical level game of the battles for Fonenay & Rauray in June 1944, about 20 days after D-Day. The British seek to drive inland from the D-Day beaches. Uses the Red Winter game system, with 90min/turn, 425yd/hex, and pltn/company level units. The Germans are defending their turf, and well-armed with Panther & Tiger tanks and can counterattack frequently, plus they the advantage of the bocage terrain. M.Mokszyccki'16  |  |   |           |         |                |                             |  |
| 130781   | <a href="#">Urban Sprawl</a>                                 | <a href="#">New</a>   | <b>DC</b> | 4.9     |                | <del>\$18.00</del>          | <b>\$15.00</b>                           |
| 2-4 player game modeling how a town grows into a sprawling metropolis. Players are entrepreneurs, tycoons & politicians seeking "growth" & thus wealth & prestige. Buildings are placed on an existing grid of streets, Building Permits can be converted to cash, and players can execute a limited number of actions each turn: gain new building permits, build, or acquire a favor. Something like SimCity, except the goal is ultimately personal - rather than social - advantage. C.Jensen'11   |  |   |           |         |                |                             |  |
| 135843   | <a href="#">Welcome to Centerville</a>                       | <a href="#">New</a>   | BC        | 2.0     |                | <del>\$41.00</del>          | <b>\$35.00</b>                           |
| Fast-playing 2-4 player game of building & running a small town. Players are movers & shakers seeking personal fortune "in the public benefit." Requires skillful play to win, but chance is a big element to keep you guessing. Chad Jensen'17  |  |   |           |         |                |                             |  |
| 99552  | <a href="#">Winds of Plunder</a>                             | <a href="#">Mint</a>  | BC        | 2.4     | Out Of Print   | <del>\$25.00</del>          | <b>\$19.00</b>                           |
| Cherry. ■ Euro-style, 3-5 player board game of the golden age of Piracy in the Caribbean. Players vote with their limited supply of wind cubes to determine wind direction, then spend resources to perform actions aimed at securing the greatest amount of plunder at game's end. Rules in English, French, German & Italian; cards in English. A.Newman'07  |  |   |           |         |                |                             |  |

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|-------|---|---------------------|-----|---------|----------------|-----------------------------|--|
| 45737 | <a href="#">C3i # 5 (w/Mag)</a>   | <a href="#">New</a> | n   | 0.5     | Out Of Print   | <del>\$40.00</del>          | <b>\$32.50</b>                           |
|       | 50pg color mag covering GMT's games. Includes Down in Flames Winter War inserts (4), GBoH tactics, SPQR Castulo 211BC scenario, Alex in Italy hypothetical scenarios. ARTICLES ON: SPQR tactics, Rise of Luftwaffe tutorial, Silver Bayonet strategy, BtIs of Waterloo scenario, errata for Alex Deluxe, BtIs Waterloo, Britain Stands Alone, Op Mercury variant (counters were in #4). '95   |                     |     |         |                |                             |  |
| 50952 | <a href="#">C3i # 6 (w/Mag)</a>   | <a href="#">New</a> | n   | 0.5     | Out Of Print   | <del>\$49.00</del>          | <b>\$30.00</b>                           |
|       | w/SPQR modules for Btl of Telamon, 225BC, Mago in Celt-Iberia, 207BC, & Btl at the Po River, 203BC; ARTICLES ON: Schweinfurt Raids scenario for 8th Air Force. Variants for Rise Luftwaffe, Britain Stands Alone, 3Days Gettysburg. Errata for Brit Stands Alone, 3Days Gettysburg, 8th AF, Diadochi. '96   |                     |     |         |                |                             |  |
| 71921 | <a href="#">C3i #16 (w/Mag)</a>   | <a href="#">New</a> | n   | 0.8     | Out Of Print   | <del>\$72.00</del>          | <b>\$42.50</b>                           |
|       | With Churubusco variant for Gringo! w/ new rules & 136 counters (+ 4 errata counters for World at War); also includes 4 sheets of cards & scenarios for Down in Flame Aleutian '42 campaign. 48pg mag with ARTICLES ON & scenarios for GMT games: SPQR sceario for Agrigentum & Adys; strategy for Reds!, Rise of Roman Republic, and Von Manstein's Backhand Blow; Down in Flames campsigns for Aleutians (w/ cards) & Bismarck Seas 1943 (both for Zero & Coarsiers/Hellcats); and Ruin of the Reich 1944 scenario for Europe Engulfed designed for 2 players (ala Btl for Germany); and June 6 strategy. '05   |                     |     |         |                |                             |  |
| 93641 | <a href="#">C3i Magazine #23 (w/Mag)</a>  | <a href="#">New</a> | n   | 1.0     | Out Of Print   | <del>\$74.00</del>          | <b>\$60.00</b>                           |
|       | Mag & Game. Inserts include 140 counters for Jena 20 game (40), Chandragupta (18), Barbarossa Kiev to Rostov (2), 1914 Twilight in the East (3), Ship of the Line (10), Elusive Victory (10), SPQR (4), Dead of Winter (18), PQ-17 (2), For the People II (18), Pursuit of Glory (2), 9 others.; Complete Jena 20 game; Chandragupta variant; PQ-9/10 scenario; SPQR Elephant Victory scenario; For the People Naval Card Variant Effects; FAB Bulge Set-up Aid & Asset Capabilities Mix; Combat Commander Scenario 103 & 110 scenarios; Commands & Colors Epic Ancients scenario card. ARTICLES ON: For the People 10th anniversary variant rules; Hellenes developer's notes & strategy; Pursuit of Glory analysis; SPQR Elephant Victory scenario, 277BC; PQ-17 strategy & tactics; Combat Commander Stalingrad scenario 35 analysis; Kutuzov survival strategy; Paths of Glory & the Low Countries; Coromandel Campaign 1758-9 for Flying Col |                     |     |         |                |                             |  |

## GRD's Europa Mag (GRD Eu)

|       |  |                       |   |     |              |                   |               |
|-------|--|-----------------------|---|-----|--------------|-------------------|---------------|
| 96708 | <a href="#">Europa MAGAZINE # 8</a>  | <a href="#">Excel</a> | n | 0.4 | Out Of Print | <del>\$5.00</del> | <b>\$3.50</b> |
|       | Several sml spots on mag cover; otherws EX. ■ ARTICLES ON: Comments on prior issue's articles, and proposed revised counters for War in the Desert; German railroad Eng OoB; modeling German improvised defenses in Germany in Second Front; rules court on The Urals, WITD, Near East, Spain & Portugal, Marita Merkur; Eurofest & Gencon pictorial; Italian 1st Inf Div; Q&As. '89 |                       |   |     |              |                   |               |

## Guild of Blades (GldBld)

<http://www.guildofblades.com>

|        |  |                      |    |     |              |                    |                |
|--------|--|----------------------|----|-----|--------------|--------------------|----------------|
| 114425 | <a href="#">War to End All Wars 2nd Boxed Game</a>   | <a href="#">Mint</a> | SB | 1.8 | Out Of Print | <del>\$25.00</del> | <b>\$17.50</b> |
|        | 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 |                      |    |     |              |                    |                |

## Hasbro: New Avalon Hill (HB-AH)

<http://www.avalonhill.com>

|        |  |                      |           |     |              |                    |                |
|--------|--|----------------------|-----------|-----|--------------|--------------------|----------------|
| 130346 | <a href="#">Cosmic Encounter, 4th</a>  | <a href="#">Mint</a> | <b>LB</b> | 3.4 | Out Of Print | <del>\$60.00</del> | <b>\$42.00</b> |
|        | Rules mildly wrinkled due to poor storage. Card deck opened. Some box cover scuffs. Otherws unused & cherry. ■ Thoroughly reworked version of this classic, wild & unpredictable game of abstract space empire building between 2-4 players. Every player has special abilities. B.Eberle, J.Kitteredge, B.Norton, P.Olotka'00 |                      |           |     |              |                    |                |

## Heat of Battle (HOB)

<http://heatofbattlegames.com>

|        |   |                     |   |     |              |                    |                |
|--------|---|---------------------|---|-----|--------------|--------------------|----------------|
| 114328 | <a href="#">ASL:Berlin, Red Vengence (remnant)</a>  | <a href="#">New</a> | n | 0.4 | Out Of Print | <del>\$32.00</del> | <b>\$25.00</b> |
|        | Rules & chapter dividers are photocopies. ■ W/ revised (large hex) map. Rules & scenario cards are b&w photocopies. Does NOT include counters which much be downloaded from HOB web site (but are not necessary for play). Set of 10 scenarios, large map of Berlin & 56 counters focusing on the fight for the Reichstag, Apr 28 - May 1'45. Reqs Beyond Valor, Yanks, KGP II. '97 |                     |   |     |              |                    |                |
| 87019  | <a href="#">ASL:King of the Hill/Berlin Red Veng ERR</a>  | <a href="#">New</a> | n | 0.1 | Out Of Print | <del>\$1.00</del>  | <b>\$0.25</b>  |
|        | 1 page of errata to HOB King of the Hill and Berlin Red Vengeance.  |                     |   |     |              |                    |                |

## Heritage Games (Herita)

|        |   |                       |    |     |              |                    |                |
|--------|---|-----------------------|----|-----|--------------|--------------------|----------------|
| 114174 | <a href="#">Rules for Wargames, Air Combat Minis</a>  | <a href="#">Excel</a> | Bk | 0.4 | Out Of Print | <del>\$20.00</del> | <b>\$15.00</b> |
|        | 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 |                       |    |     |              |                    |                |

## Johansen, Stan, Miniature (Johans)

|        |  |                      |   |     |              |                    |                |
|--------|--|----------------------|---|-----|--------------|--------------------|----------------|
| 113805 | <a href="#">Gunship 2000 Minis Rules</a>   | <a href="#">Mint</a> | n | 0.1 | Out Of Print | <del>\$15.00</del> | <b>\$10.00</b> |
|        | 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. |                      |   |     |              |                    |                |

| Part#  | Game Title & Edition ( & Issue# for Mags)                    | Condtn                  | Box | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|--|--|-------------------------|-----|---------|----------------|-----------------------------|--|
| <b>Judges Guild (Judges)</b>   |  |                         |     |         |                |                             |  |
| 75804  | <a href="#">RuneQuest RPG: Duck Pond</a>                     | <a href="#">Excel</a>   | Bk  | 0.4     | Out Of Print   | <del>\$6.00</del>           | <b>\$3.00</b>                            |
| Campaign adventure for Dungeons & Dragons. Requires Cults of Prax to play. '80   |  |                         |     |         |                |                             |  |
| <b>Legion Wargames (Legion)</b> <a href="http://www.LegionWargames.com">http://www.LegionWargames.com</a>  |  |                         |     |         |                |                             |  |
| 135722   | <a href="#">Tonkin, First Indochina War 1950-54 3rd</a>      | <a href="#">New</a>     | BC  | 1.5     |                | <del>\$49.00</del>          | <b>\$37.50</b>                           |
| Update of this game previously published in Vae Victis. 2 player game of the First Indochina War, that between the Viet Mihn & the French colonial army, focused on the 4 key years in northern Vietnam. Key dynamic is supply which is spent to perform actions including combat. 352 counters, modest complexity. K.Kanger'19  |  |                         |     |         |                |                             |  |
| <b>Lion Forge (LionFo)</b>   |  |                         |     |         |                |                             |  |
| 132698   | <a href="#">Rolled &amp; Tolled #0 Intro RPG Module</a>      | <a href="#">New</a>     | Bk  | 0.4     | Out Of Print   | <del>\$1.00</del>           | <b>\$0.50</b>                            |
| Booklet containing two introductor RPG adventures with tips & tricks for aspiring dungeon warriors. Intended for use w/ publisher's Players' Handbook 5th, Dungeon Masters' Guide & Monster Manual. Based of the premis that two wizened old dungeon veterans set up a training dungeon to teach novices the tricks in relative safety. Color & 64pgs. '18   |  |                         |     |         |                |                             |  |
| <b>Lock 'n Load Publishing (LocknL)</b> <a href="http://www.LocknLoadGame.com">http://www.LocknLoadGame.com</a>  |  |                         |     |         |                |                             |  |
| 118787   | <a href="#">Band of Heroes: Battle Pack Bravo Kit 2d</a>     | <a href="#">New</a>     | zl  | 0.4     |                | <del>\$24.99</del>          | <b>\$21.00</b>                           |
| Colorized 2nd edition. Scenario kit for the Lock 'n Load series of games including Band of Heroes & Noville. Includes 12 scenarios from Normandy to Hurtgen Forest & Monte Cassino. Includes Castle mapboard. in standard & x-map size '15   |  |                         |     |         |                |                             |  |
| 99994  | <a href="#">Band of Heroes: Dark July Kit 2nd</a>            | <a href="#">New</a>     | zl  | 0.4     |                | <del>\$37.50</del>          | <b>\$30.00</b>                           |
| 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   |  |                         |     |         |                |                             |  |
| 116345   | <a href="#">Lock 'n Load: Honneur &amp; Patrie Kit</a>       | <a href="#">New</a>     | zl  | 0.5     |                | <del>\$29.00</del>          | <b>\$20.00</b>                           |
| Kit for Heroes of the Gap & Heroes of the Blitzkrieg; reqs both games. Adds the French army to the series, with the full range of forces in 12 story-driven scenarios. 130 counters. '12   |  |                         |     |         |                |                             |  |
| 118795   | <a href="#">Lock 'n Load: MODERN CORE RULES v4.1 Kit</a>     | <a href="#">New</a>     | Bk  | 0.5     |                | <del>\$15.00</del>          | <b>\$13.00</b>                           |
| Updated 70pg rules manual (v4.1) for Lock n Load games in the post-WWII era (1960+). Includes charts & tables not found in the PDF version, and changes from earlier versions denoted in colored text. '16   |  |                         |     |         |                |                             |  |
| 118798   | <a href="#">Lock 'n Load: WWII CORE RULES v4.1 Kit</a>       | <a href="#">New</a>     | Bk  | 0.5     |                | <del>\$15.00</del>          | <b>\$12.50</b>                           |
| Updated 90pg rules manual (v4.1) for games in the WWII era (1930-59). Includes charts & tables not found in the PDF version, and changes from earlier versions denoted in colored text. '16  |  |                         |     |         |                |                             |  |
| 125708   | <a href="#">World at War, Blood &amp; Bridges: Countratk</a> | <a href="#">Excel</a>   | zl  | 0.3     |                | <del>\$15.00</del>          | <b>\$13.00</b>                           |
| Counterattack kit. Complete. ■ Counterattack kit requiring Blood & Bridges that covers the hypothetical US & west German counterattack into the southern flank of the Soviet thrust into West Germany. These scenarios occure after Blood & Bridges but before Paris is Burning. Includes 9 scenarios, 4 of which are stand-alone, 3 make up a campaign & 4 more are a second campaign. Results of one scenario influence the situation in later scenarios. 16 counters, one letter-sized map. '13 |  |                         |     |         |                |                             |  |
| <b>Looney Lab (Loo)</b> <a href="http://www.looneylabs.com">http://www.looneylabs.com</a>  |  |                         |     |         |                |                             |  |
| 123570   | <a href="#">Chemistry Fluxx</a>                              | <a href="#">&lt;New</a> | SC  | 0.5     |                | <del>\$10.00</del>          | <b>\$5.00</b>                            |
| Box has a pink 'Demo Copy' label on the cover. Otherws new & shrinkwrapped. ■ Card game in the Fluxx family focused on chemistry & the elements. Find the elements needed to combine to achieve a goal. Very fast playing, for 2-6 players. '17  |  |                         |     |         |                |                             |  |
| 106675   | <a href="#">Choose One: 7-Card Promo Booster Pack</a>        | <a href="#">New</a>     | n   | 0.1     | Out Of Print   | <del>\$2.00</del>           | <b>\$0.50</b>                            |
| 7 new cards for Choose One, a party game of predicting your friends' choice among many interesting, dichotomous choices. '13   |  |                         |     |         |                |                             |  |
| 125111   | <a href="#">Doctor Who Fluxx Card Game</a>                   | <a href="#">New</a>     | SB  | 0.5     |                | <del>\$15.00</del>          | <b>\$7.50</b>                            |
| 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  |  |                         |     |         |                |                             |  |
| 123569   | <a href="#">Drinking Fluxx</a>                               | <a href="#">&lt;New</a> | SC  | 0.5     |                | <del>\$10.00</del>          | <b>\$5.00</b>                            |
| Box has a pink 'Demo Copy' label on the cover. Otherws new & shrinkwrapped. ■ Game in the Fluxx family focused on the fun of drinking alcohol. Players must collect the individual elements needed to complete a goal (eg beer & pizza).. Very fast playing, for 2-6 players. '17  |  |                         |     |         |                |                             |  |
| 105958   | <a href="#">Fluxx: Regular Show Future Promo Booster</a>     | <a href="#">New</a>     | n   | 0.1     | Out Of Print   | <del>\$2.00</del>           | <b>\$0.50</b>                            |
| Opened for inspection, otherws new. ■ 7 card promotional booster pack. '14   |  |                         |     |         |                |                             |  |
| 109216   | <a href="#">Fruitcake Fun Pack Booster</a>                   | <a href="#">New</a>     | n   | 0.2     | Out Of Print   | <del>\$1.00</del>           | <b>\$0.25</b>                            |
| Booster pack of 8 cards. Includes Fluxx Fruitcake Creeper, Chrononauts Great Cake, Choose One Fruitcake or Nog, and Loonacy Fruitcake (5). '14   |  |                         |     |         |                |                             |  |
| 104014   | <a href="#">Mammoth Fun Pack</a>                             | <a href="#">New</a>     | n   | 0.1     | Out Of Print   | <del>\$1.00</del>           | <b>\$0.25</b>                            |
| 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  |  |                         |     |         |                |                             |  |

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| Part#  | Game Title & Edition ( & Issue# for Mags)  | Condtn                | Box | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|--|--|-----------------------|-----|---------|----------------|-----------------------------|--|
| 125110   | <a href="#">NanoFictionary Card Game 2nd</a><br>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  | <a href="#">New</a>   | SB  | 0.6     |                | <del>\$11.00</del>          | <b>\$4.00</b>                            |
| 113856   | <a href="#">Ugly Doll Loonacy</a><br>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   | <a href="#">New</a>   | SB  | 0.5     |                | <del>\$10.00</del>          | <b>\$4.00</b>                            |
| <b>Ludopress (LudoPr)</b>  |  |                       |     |         |                |                             |  |
| 128081   | <a href="#">Iberos, 2nd Punic War in Hispania</a><br>Spanish made game with all components in Spanish & English. Strategic level, area move game of the 2 centuries of conflict between Rome & Carthage & the native peoples for dominance in Iberia. Yearly turns, 240 counters. Scenarios cover Carthage's reconquest of Iberia after its revolt; Iberia during 2nd Punic War; Rome's consolidation of control after 2nd Punic War; Lusitanian Revolt against Rome 147BC; 2nd Celtiberian War 143BC; Roman Civil War in Iberia 47BC; Augustus's Cantabrian War 29BC. J.Romero'02 | <a href="#">New</a>   | HC  | 1.2     | Out Of Print   | <del>\$50.00</del>          | <b>\$40.00</b>                           |
| <b>Magic &amp; Tactics, Unlimitd (MTU)</b>   |  |                       |     |         |                |                             |  |
| 101710   | <a href="#">Gangsters, Gun Molls &amp; G-Men</a><br>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  | <a href="#">Excel</a> | SB  | 0.5     | Out Of Print   | <del>\$15.00</del>          | <b>\$10.00</b>                           |
| <b>Mayfair Games (Mayfr)</b> <a href="http://www.coolgames.com">http://www.coolgames.com</a> |  |                       |     |         |                |                             |  |
| 114422   | <a href="#">Falkland Sound</a><br>Modern mini-game from War in the Falklands only. ■ Modern mini-game taken from War in the Falklands, only. Very simple, 2 scenario (and 1 or 2 turn) game of Argentine attempts to damage British surface ships during the 1982 Falkland's war.  | <a href="#">Mint</a>  | zl  | 0.1     | Out Of Print   | <del>\$10.00</del>          | <b>\$5.00</b>                            |
| 106666   | <a href="#">Mayfair Promo Expansion Set #9</a><br>Countersheet w/ counters for Patrician (6) and Hot Tin Roof (30). Includes 1pg of rules removed from a trade mag in which this promo kit was published.  | <a href="#">New</a>   | n   | 0.2     | Out Of Print   | <del>\$9.00</del>           | <b>\$4.00</b>                            |
| 105955   | <a href="#">Mayfair Promo Expansion Set #10</a><br>Countersheet w/ 4 very large counters for Bedpans & Broomsticks (2) & Whitewater (2). Includes 1pgs of rules removed from mag in which this promo kit was published.  | <a href="#">New</a>   | n   | 0.2     | Out Of Print   | <del>\$8.00</del>           | <b>\$4.00</b>                            |
| 106667   | <a href="#">Mayfair Promo Expansion Set #11</a><br>Countersheet w/ 5 new counters for Caverna game including 4 new Furnishing tiles plus a large Supply Board to hold them. No rules needed but descriptive info included. '14   | <a href="#">New</a>   | n   | 0.2     | Out Of Print   | <del>\$7.00</del>           | <b>\$4.00</b>                            |
| 106670   | <a href="#">Mayfair Promo Expansion Set #13</a><br>Countersheet w/ 24 counters as variants for Villany (20) & Lords of Vegas (4). Includes instructions taken from magazine in which this appeared. '14  | <a href="#">New</a>   | n   | 0.3     | Out Of Print   | <del>\$8.00</del>           | <b>\$3.00</b>                            |
| 108019   | <a href="#">Mayfair Promo Expansion Set #14</a><br>Promotional variant kit w/ a large die cut tiles for each of 2 games, Bacchus Banguet & Mad City. Includes 1pg of brief rules torn from an industry mag in which this appeared. '15   | <a href="#">New</a>   | n   | 0.3     | Out Of Print   | <del>\$6.00</del>           | <b>\$4.00</b>                            |
| 109221   | <a href="#">Mayfair Promo Expansion Set #15</a><br>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   | <a href="#">New</a>   | n   | 0.3     | Out Of Print   | <del>\$6.00</del>           | <b>\$2.50</b>                            |
| 109223   | <a href="#">Mayfair Promo Expansion Set #16</a><br>Promotional variant kit w/ die cut counter for 2 games, Hot Tin Roof (21) and Road Rally USA (3). Includes 1pg of brief rules torn from an industry publication this variant was found in. '15  | <a href="#">New</a>   | n   | 0.4     | Out Of Print   | <del>\$6.00</del>           | <b>\$4.00</b>                            |
| 109225   | <a href="#">Mayfair Promo Expansion Set #17</a><br>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   | <a href="#">New</a>   | n   | 0.4     | Out Of Print   | <del>\$6.00</del>           | <b>\$2.00</b>                            |
| 109762   | <a href="#">Mayfair Promo Expansion Set #18</a><br>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   | <a href="#">New</a>   | n   | 0.4     | Out Of Print   | <del>\$6.00</del>           | <b>\$2.50</b>                            |
| 113867   | <a href="#">Nuns on the Run: BLIND MONK PROMO</a><br>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.   | <a href="#">New</a>   | n   | 0.1     | Out Of Print   | <del>\$3.00</del>           | <b>\$0.50</b>                            |
| 125114   | <a href="#">Star Trek Five Year Mission: Promo Tile</a><br>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.   | <a href="#">New</a>   | n   | 0.3     | Out Of Print   | <del>\$2.00</del>           | <b>\$0.50</b>                            |

| Part#   | Game Title & Edition ( & Issue# for Mags)             | Condtn                  | Box       | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|---|---|-------------------------|-----------|---------|----------------|-----------------------------|--|
| <b>Medallion Games (Medall)</b>   |   |                         |           |         |                |                             |  |
| 98693   | <a href="#">Echelons of Fire BUNDLE</a>               | <a href="#">Excel</a>   | n         | 0.8     | Out Of Print   | <del>\$15.00</del>          | <b>\$9.00</b>                            |
| BUNDLE of 3 card decks with 2 sets of rules. ■ Card game of modern tactical warfare on a individual scale. Nice graphics. V.similar system to Echelons of Fury, the WW2 version of the game. '95  |   |                         |           |         |                |                             |  |
| 98694   | <a href="#">Echelons of Fury BUNDLE</a>               | <a href="#">Excel</a>   | n         | 1.0     | Out Of Print   | <del>\$15.00</del>          | <b>\$9.00</b>                            |
| BUNDLE of 3 card decks with 2 sets of rules. ■ Card game of modern tactical warfare on a individual scale during World War II. Nice graphics. V.similar system to Echelons of Fire, the contemporary era version of the game. '98   |   |                         |           |         |                |                             |  |
| <b>Metagaming (Meta)</b>  |   |                         |           |         |                |                             |  |
| 26274   | <a href="#">Dimension Demons</a>                      | <a href="#">&lt;New</a> | SB        | 0.2     | Out Of Print   | <del>\$8.00</del>           | <b>\$6.00</b>                            |
| Minor ding/creasing to one box corner. Otherws new & shrinkwrapped. ■ Sml, simple 2 player gm of alien beings attacking humans, played in 2 parallel dimensions. F.Askew'80   |   |                         |           |         |                |                             |  |
| 137862  | <a href="#">Warp War, 2nd</a>                         | <a href="#">&lt;New</a> | SB        | 0.2     | Out Of Print   | <del>\$10.00</del>          | <b>\$8.00</b>                            |
| Box scuffed, with side panel crease. Otherws new & unused. ■ War between two nearby star bases. Simple & fast. Design space ships & forge empire. H.Thompson'77   |   |                         |           |         |                |                             |  |
| <b>MicroGame Design Group (MDG)</b> <a href="http://www.microgamedesigngroup.ca">http://www.microgamedesigngroup.ca</a>   |   |                         |           |         |                |                             |  |
| 54303   | <a href="#">Afghanistan</a>                           | <a href="#">New</a>     | Fo        | 0.3     | Out Of Print   | <del>\$15.00</del>          | <b>\$12.00</b>                           |
| Small, DTP game of 2 historical and 1 hypotheical periods of the Soviet involvement in Afghanistan, 1979-82. Co,BtlN,Rgt level, w/ 280 color, paper counters that must be cut apart. 11x17 color map of the Punjshir & Kunar Valleys. Modest complexity. P.Moore'99   |   |                         |           |         |                |                             |  |
| 58723   | <a href="#">Barnard's Star 1st</a>                    | <a href="#">New</a>     | Fo        | 0.3     | Out Of Print   | <del>\$13.00</del>          | <b>\$8.00</b>                            |
| Small, DTP game of tactical combat for ground installations on a key planet. Played w/ 280 color counters that must be mounted & cut apart and 2 11x17 color maps. K.Anderson'99  |   |                         |           |         |                |                             |  |
| 51347   | <a href="#">Trampling Out the Vintage</a>             | <a href="#">New</a>     | Fo        | 0.3     | Out Of Print   | <del>\$15.00</del>          | <b>\$9.00</b>                            |
| Last copy. ■ Small, DTP of Sherman's campaign for Atlanta, 1864. Operational level, covering an area from Chattanooga to Atlanta. Played on an 11x17 color map w/ 280 color unmounted countrs. Div level. P.Rohrbaugh'99  |   |                         |           |         |                |                             |  |
| <b>Milton-Bradley (Milton)</b>  |   |                         |           |         |                |                             |  |
| 128254  | <a href="#">Mission Command, Sea Game</a>             | <a href="#">VeryGd</a>  | <b>LB</b> | 1.6     | Out Of Print   | <del>\$15.00</del>          | <b>\$10.00</b>                           |
| 1 red die substitutes for a black die, otherws complete. One mapboard edge trimmed to mate with another copy of the game. Aircraft & ship minis tastefully painted to differentiate them from another (unpainted) set. Otherws complete & clean. ■ Simpler kids' game of naval & air to air or surface combat Using 16 fighter, 2 carrier & 4 destroyer minis. Goal of course is to blow up the other side, defined as the bad guys. Good game to teach kids how modern combat is fun, easy & painless. '03 |   |                         |           |         |                |                             |  |
| <b>Miscellaneous Publishers (Misc)</b>  |   |                         |           |         |                |                             |  |
| 89105   | <a href="#">Dice, d6 1" Oversized</a>                 | <a href="#">Mint</a>    | n         | 0.1     | Out Of Print   | <del>\$0.75</del>           | <b>\$0.50</b>                            |
| 1" d6 cube w/ rounded corners, white w/ black pips. Large size makes these unusual. Rounded corners avoids dice dings in your mapboards.  |   |                         |           |         |                |                             |  |
| 124714  | <a href="#">Domain Promo Card Set (3)</a>             | <a href="#">New</a>     | n         | 0.1     | Out Of Print   | <del>\$1.00</del>           | <b>\$0.25</b>                            |
| Set of 3 cards: Coliseum, Jousting Field, Ullamalizatli Court. ■ Set of 3 cards: Coliseum, Jousting Field, Ullamalizatli Court.   |   |                         |           |         |                |                             |  |
| 124703  | <a href="#">Pathfinder: Promo Card Set (2)</a>        | <a href="#">New</a>     | n         | 0.1     | Out Of Print   | <del>\$1.00</del>           | <b>\$0.05</b>                            |
| 2 card set with Valais Durant & Ring of Rejection. ■ 2 card set with Valais Durant & Blessing of khepri.  |   |                         |           |         |                |                             |  |
| 124702  | <a href="#">Pathfinder: Promo Card Set (2)</a>        | <a href="#">New</a>     | n         | 0.1     | Out Of Print   | <del>\$1.00</del>           | <b>\$0.25</b>                            |
| 2 card set with Valais Durant & Blessing of khepri. ■ 2 card set with Valais Durant & Blessing of khepri.   |   |                         |           |         |                |                             |  |
| 71980   | <a href="#">Star Wars Episode III CCG Sample Pack</a> | <a href="#">New</a>     | n         | 0.1     | Out Of Print   | <del>\$0.25</del>           | <b>\$0.01</b>                            |
| 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  | <a href="#">Warlock Miniature</a>                     | <a href="#">New</a>     | n         | 0.2     | Out Of Print   | <del>\$1.00</del>           | <b>\$0.25</b>                            |
| 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.   |   |                         |           |         |                |                             |  |

**Multi-Man Publishing, (MMP)**<http://www.advancedsquadleader.com>

|  |                                  |                         |           |     |  |                    |                |
|--|----------------------------------|-------------------------|-----------|-----|--|--------------------|----------------|
| 131629   | <a href="#">Beyond the Rhine</a> | <a href="#">&lt;New</a> | <b>DC</b> | 3.8 |  | <del>\$94.00</del> | <b>\$82.50</b> |
| Concavity at one box corner with consequent 1/2" seam tear. Otherws new & shrinkwrapped. ■ Large game in the Operation Combat system (OCS). Covers the Allied drive to & into Germany, from Sept. 1944 to the end in April 1945. Playing either side is demanding, with Allied material superiority countered by German tenacity, terrain & weather. 3.5mi/hex, 3.5day/turn, btln-regt-div level. Includes special rules for random events, the difficulty in crossing the Rhine, Allied air superiority, Allied supply restrictions, the Bulge, etc. Includes 3 campaigns & 7 scenarios (including a 9-turn Bulge using a special map), 5 maps, 2240 counters. R.LeBlanc'15 |                                  |                         |           |     |  |                    |                |

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| Part#  | Game Title & Edition ( & Issue# for Mags)   | Condtn                  | Box       | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|--------|---|-------------------------|-----------|---------|----------------|-----------------------------|--|
| 132132 | <a href="#">Greatest Day, Battle for Normandy v.1</a>   | <a href="#">New</a>     | <b>GB</b> | 6.2     |                | <del>\$209.00</del>         | <b>\$189.00</b>                          |
|        | 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  |                         |           |         |                |                             |  |
| 138109 | <a href="#">Guadalajara</a>   | <a href="#">&lt;New</a> | BC        | 1.0     |                | <del>\$21.00</del>          | <b>\$19.00</b>                           |
|        | Very mild crease along box cover upper edge. Otherws New but not shrinkwrapped. ■ Standard Combat Series system game of the pivotal battle of the Spanish Civil War. The Italian motorized Corpo Truppe Volontaire (CTV) unit let the second Fascist attack on Madrid in the Spanish Civil War. They were repulsed in a hard-fought campaign. Comp/Btln level, 280 counters, 1 map. E.Sassot'06   |                         |           |         |                |                             |  |
| 132611 | <a href="#">Panzer Battles, 11th Panzer on the Chir</a>   | <a href="#">New</a>     | BC        | 1.2     |                | <del>\$35.00</del>          | <b>\$32.00</b>                           |
|        | Game of the fire brigade-style battles fought by the German 11th Panzer along the Chir River to stem the tide of the Soviet Uranus Offensive, Nov-Dec 1942. Uses the Standard Combat System (SCS) at 2days/turn, 500m/hex, co/btln level. Play is interactive using a formation activation system. 4 scenarios including 2 short 1-map scenarios. 280 counters, 2 maps. D.Essig'17  |                         |           |         |                |                             |  |
| 126798 | <a href="#">Salerno, the 1943 Invasion of Italy</a>   | <a href="#">New</a>     | BC        | 1.3     |                | <del>\$34.00</del>          | <b>\$29.00</b>                           |
|        | First of the Variable Combat Series, this covering the Allied invasion of southern Italy, 1943, including the main landings at Salerno & also at Taranto & the toe of Italy. Map divided into 3 separate areas (Salerno, Foggia & Taranto) of 1-3mi/hex linked by logistical tracks that are key to the game. Historical scenario + 3 what-ifs. 2 countersheets, 2 maps. N.Kilgore'15   |                         |           |         |                |                             |  |
| 134974 | <a href="#">Smolensk, Barbarossa Derailed</a>   | <a href="#">New</a>     | BC        | 2.0     |                | <del>\$59.00</del>          | <b>\$47.50</b>                           |
|        | Game of the battle for Smolensk, July-Sept 1941, using the Operational Combat Series (OCS). Hitler diverts the panzers north & south during August, and Soviet counterattacks presses the Germans thin before their return. Includes 7 scenarios, 4 countersheets. Said to be a good entry into the system as the game is smaller & simpler with limited special rules. '18   |                         |           |         |                |                             |  |
| 138114 | <a href="#">To Take Washington, Early's 1864 Campgn</a>   | <a href="#">New</a>     | BC        | 2.2     |                | <del>\$55.00</del>          | <b>\$50.00</b>                           |
|        | Game of Jubal Early's 1864 campaign in which his small force swept out of the Shenandoah Valley to begin an advance on Washington DC, hoping to relieve pressure on Richmond. Early defeated a Union force at Monocacy Junction, but that delay caused him to arrive too late & too weak to force the now-reinforced forts around Washington. The game proceeds by refighting the battle at Monocacy; relative success there will influence the situation at Fort Stevens. Uses the Line of Battle game series. 3 maps, 840 counters, 12 scenarios plus campaign. Dean Essig'19 |                         |           |         |                |                             |  |

## Omega Games (Omega)

<http://www.OmegaGames.com>

|        |   |                      |    |     |              |                    |                |
|--------|---|----------------------|----|-----|--------------|--------------------|----------------|
| 127351 | <a href="#">AirLand Battle, Corps Op Combat in Europ</a>  | <a href="#">Mint</a> | BC | 1.8 | Out Of Print | <del>\$25.00</del> | <b>\$19.00</b> |
|        | Box btm discolored by age, otherws mint. ■ Operational level game of a Soviet thrust into Central Europe. Focuses on air-land coordination in corp-level operations, posing the decisions a corp or army commander must make. Rgt/Brig level w/ air & logistical emphases. 5km/hex, 4 scenarios, 600 counters. D.Alexander'87 |                      |    |     |              |                    |                |

## Omega Gms PAPER WARS Mag (OmePPW)

|       |  |                      |   |     |              |                   |               |
|-------|--|----------------------|---|-----|--------------|-------------------|---------------|
| 91250 | <a href="#">Paper Wars Magazine #59 (w/Mag)</a>  | <a href="#">Mint</a> | n | 0.4 | Out Of Print | <del>\$3.50</del> | <b>\$2.00</b> |
|       | ARTICLES ON: GMT World at War reviews; reviews of Armchair General magazine & games issue #1-4; review of VAEVICTIS Solferino 1859 #55; COA Barons' War review w/ errata; VG France 1944 review; MOORE's 200 Miles from Moscow review; Ottomans #223 review; UGREBE Pasaran review; BSO East-West. '05 |                      |   |     |              |                   |               |

## One Small Step (One)

<http://www.ossgames.com>, [OSSGamesCart.com](http://www.OSSGamesCart.com)

|        |  |                     |    |     |              |                    |                |
|--------|--|---------------------|----|-----|--------------|--------------------|----------------|
| 130600 | <a href="#">Algeria, War of Independence 1954-62 5th</a>   | <a href="#">New</a> | Fo | 0.5 | Out Of Print | <del>\$16.00</del> | <b>\$13.00</b> |
|        | 4th reprint of this small game of the bitter war for Algerian independence, 1954-62. Played on an area movement, 17x22 color map w/ 140 color counters. Emphasizes the administrative aspects of fighting a guerilla war, converting Algerian institutions from French-based to those of an independent nation. B.Train'16 |                     |    |     |              |                    |                |
| 130594 | <a href="#">Atlantic, Battle of...</a>   | <a href="#">New</a> | Fo | 0.5 | Out Of Print | <del>\$19.00</del> | <b>\$15.00</b> |
|        | Strategic level, solitaire folio game of the German U-Boat campaign against the Allies during the pivotal period of August 1942 to May 1943. Includes small, area move map covering the northern & central Atlantic; 24 cards, 88 counters. G.Graber'16  |                     |    |     |              |                    |                |

## Osprey Military Books (Osprey)

<http://www.OspreyPublishing.com>

|        |   |                         |    |     |              |                    |               |
|--------|---|-------------------------|----|-----|--------------|--------------------|---------------|
| 123555 | <a href="#">A World Aflame Miniatures Rules</a>   | <a href="#">&lt;New</a> | Bk | 0.5 | Out Of Print | <del>\$10.00</del> | <b>\$4.00</b> |
|        | Has 'demo copy' stamp on first page. Otherws new. ■ Miniatures rules set covering the various smaller wars occurring between WWI & WWII. Designed as a fun & fast minis game to handle the diverse conflicts of the 21 year period: Chinese Civil War, Irish War of Independence, Russian & Spanish Civil Wars. '12   |                         |    |     |              |                    |               |
| 123561 | <a href="#">Black Ops, Tactical Espionage Wargaming</a>   | <a href="#">&lt;New</a> | Bk | 0.5 | Out Of Print | <del>\$12.00</del> | <b>\$7.50</b> |
|        | Has 'Demo Copy' imprint on first page. Otherws new. ■ Skirmish level miniatures game of tactical espionage & special forces actions (think the Bond & Bourne movies). Fast playing with high player involvement thruout. Players form their team from all sorts of people with special skills, and can choose to affiliate with organizations that may provide advantage but also limits in unpredicted circumstance. '17 |                         |    |     |              |                    |               |
| 123558 | <a href="#">Broken Legions</a>  | <a href="#">&lt;New</a> | Bk | 0.5 | Out Of Print | <del>\$12.00</del> | <b>\$7.50</b> |
|        | Has 'Demo Copy' imprint on first page. Otherws new. ■ Fantasy miniatures rules set set in the Roman era. The empire's power is secured by divine artifacts. A small, secretive cadre of warriors scouts secrete hidden labyrinths to secure more such artifacts. '17  |                         |    |     |              |                    |               |

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|---|--|---|-----------|---------|----------------|-----------------------------|--|
| 123556  | <a href="#">Frostgrave, Fantasy RPG in Frozen City</a> | <a href="#">&lt; New</a>  | Bk        | 1.6     | Out Of Print   | <del>\$15.00</del>          | <b>\$7.50</b>                            |
| Has 'Demo Copy' imprint on first, blank page. Otherwrs new. ■ Hardbound book with detailed rules of fantasy miniature campaigns in a frozen city. Includes magic. Can be played within a couple of hours.   |  |   |           |         |                |                             |  |
| <b>Pacific Rim JustPlainWGms (PacRim)</b>   |  | <a href="http://www.justplain.com">http://www.justplain.com</a>                                   |           |         |                |                             |  |
| 116113  | <a href="#">Black Day of the German Army 1st</a>       | <a href="#">Mint</a>  | n         | 0.4     | Out Of Print   | <del>\$11.00</del>          | <b>\$9.00</b>                            |
| 1st edition copy. ■ Smallish game of the Entente's Aug 1918 offensive which massed 500 tanks and fresh forces against the German's Amiens salient, giving the allies a true break thru. U.Blennemann'95   |  |   |           |         |                |                             |  |
| 109780  | <a href="#">Troina '43</a>                             | <a href="#">Excel</a>   | n         | 0.4     |                | <del>\$12.50</del>          | <b>\$8.00</b>                            |
| Complete. Counters neatly clipped. ■ Reinforced US 1st Inf attempts to boot German 15th PG in NE Sicily, Aug'43, in one of the bloodiest btls in Sicily. A plain game w/ a good simple engine. B.Knipple'93   |  |   |           |         |                |                             |  |
| <b>Palladium Books (Pallad)</b>   |  |   |           |         |                |                             |  |
| 122964  | <a href="#">Recon Roleplaying Game: Advanced Recon</a> | <a href="#">Mint</a>  | Bk        | 0.4     | Out Of Print   | <del>\$17.00</del>          | <b>\$12.50</b>                           |
| Supplemental rules kit presenting additional rules and an adventure setting for Laos in the mid-1960s. Includes an extensive summary of the many nations of indochina and the ethnic composition of each. Erick Wujcik'87   |  |   |           |         |                |                             |  |
| <b>Phoenix Games (Phoenix)</b>  |  |   |           |         |                |                             |  |
| 95793   | <a href="#">Streets of Stalingrad</a>                  | <a href="#">VeryGd</a>  | <b>FB</b> | 3.4     | Out Of Print   | <del>\$109.00</del>         | <b>\$89.00</b>                           |
| Substantially complete & in great shape overall: missing 6 units & 5 markers. OoB summary from Fire & Movement included along with errata making sense of mass of units. 1 of 2 identical rules booklets, & adv rules booklet, highlighted in yellow w/ some penciled annotations. Pinholes at btm fold of each of 2 player aid cards. Box cover signed by designer with some scuffs & minor sun fading; corners intact. Adhesive unit labels not included. ■ HIGHLY RECOMMENDED labor of love covering the bitter battle in & for Stalingrad at company level. Uses a rather simple & elegant combat system that allows for the scads of units involved, most being cannon fodder. First of 3 versions of the game. Includes 12 scenarios (including campaigns) of 9-55 turns, 2 maps, 1920 counters. A complete OoB was published in F&M mag. D.Lombardy'79 |  |   |           |         |                |                             |  |
| <b>Plastic Soldier Co. (PSC)</b>  |  | <a href="http://www.theplasticsoldiercompany.co.uk">http://www.theplasticsoldiercompany.co.uk</a> |           |         |                |                             |  |
| 137725  | <a href="#">Britain, Battle of... 2nd</a>              | <a href="#">New</a>   | <b>LB</b> | 4.5     |                | <del>\$62.00</del>          | <b>\$55.00</b>                           |
| Covers the Battle of Britain in the summer and fall of 1940. Update of the 1968 version of a game by this title (the predecessor to Luftwaffe), published by Zocchi & Renwal. Elaborates with new & streamlined rules, shorter scenarios, a full campaign, mission cards - and the use of 22 1/300 minatures. Suitable for play by 2-4 players. Lou Zocchi, Richard Borg'18   |  |   |           |         |                |                             |  |
| <b>Playroom Entertainment (Playro)</b>  |  |   |           |         |                |                             |  |
| 82109   | <a href="#">Killer Bunnies: Blue BOOSTER SAMPLE</a>    | <a href="#">New</a>   | n         | 0.1     | Out Of Print   | <del>\$0.25</del>           | <b>\$0.01</b>                            |
| Sample card, "Bunnies of the Caribbean," #12. ■ Single Blue card, distributed as a promotional item.  |  |   |           |         |                |                             |  |
| 95750   | <a href="#">Killer Bunnies: Ultimate Odyssey PROMO</a> | <a href="#">New</a>   | n         | 0.1     | Out Of Print   | <del>\$0.50</del>           | <b>\$0.01</b>                            |
| Promo card: one-only Female Mating Bunny card. ■ Single booster card, distributed as a promotional item.  |  |   |           |         |                |                             |  |
| <b>Plow Games (PLW)</b>   |  |   |           |         |                |                             |  |
| 129371  | <a href="#">Last Front, Strategy Card Game</a>         | <a href="#">New</a>   | SB        | 0.6     |                | <del>\$20.00</del>          | <b>\$17.00</b>                           |
| Card game of a battle between Allied & German forces in the middle of World War II. The object is to attack, capture territory & shift the balance of power using cards representing weapons & abilities. 162 cards, for 3-6 players aged 10+, and fast playing. '16  |  |   |           |         |                |                             |  |
| <b>POG Unlimited (POGUnl)</b>   |  |   |           |         |                |                             |  |
| 76660   | <a href="#">POG Booster Bundle (4)</a>                 | <a href="#">New</a>   | <b>n</b>  |         | Out Of Print   | <del>\$0.50</del>           | <b>\$0.10</b>                            |
| Bundle of 4 identical POG series 1 booster packs, each w/ 5 POGs, 1 slammer, 1 series card.   |  |   |           |         |                |                             |  |
| <b>Prism Games (aka TimJim) (TimJim)</b>  |  |   |           |         |                |                             |  |
| 113804  | <a href="#">Mystic War</a>                             | <a href="#">Mint</a>  | HC        | 1.2     | Out Of Print   | <del>\$20.00</del>          | <b>\$10.00</b>                           |
| 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  |  |   |           |         |                |                             |  |
| 78695   | <a href="#">Suzerain</a>                               | <a href="#">New</a>   | HC        | 1.4     | Out Of Print   | <del>\$20.00</del>          | <b>\$13.00</b>                           |
| Card game of medieval empire building. Groom a royal heir by recruiting serfs, knights & nobles, expanding lands, attacking rivals, and intermarrying. Simple & fast card game for 2-6 players. '93   |  |   |           |         |                |                             |  |
| <b>Rand Game Associates (RAND)</b>  |  |   |           |         |                |                             |  |

## Great Games at Really GREAT Prices !

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

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

| Part#  | Game Title & Edition ( & Issue# for Mags)   | Condtn               | Box       | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|--------|---|----------------------|-----------|---------|----------------|-----------------------------|--|
| 106945 | <a href="#">Hitler's Last Gamble: Btl of the Bulge</a>  | <a href="#">Mint</a> | BC        | 1.4     | Out Of Print   | <del>\$29.00</del>          | <b>\$25.00</b>                           |
|        | 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  |                      |           |         |                |                             |  |
| 107464 | <a href="#">RAND Command Series V.1</a>   | <a href="#">Mint</a> | <b>BC</b> | 3.8     | Out Of Print   | <del>\$159.00</del>         | <b>\$129.00</b>                          |
|        | 9 games in a cardboard storage case; btm of case shows evidence of moisture & mildew but no musty smell. Game coponents not affected. All games MINT & very clean. Includes index & errata for all games. (1) NAPOLEON'S LAST CAMPAIGNS; (2) CAMBRAI 1917; (3) INVASION SICILY; (4) SARATOGA 1777; (5) WAR OF THE WORLDS II: slight spotting on back of map; (6) OMAHA BEACH; (7) LEE VS MEADE; (8) ROMMEL, WAR IN N.AFRICA; (9) MISSILE BOAT. ■ Set of the first 9 (of 11) subscription games in a cardboard storage case. Includes index & errata for all games. (1) NAPOLEON'S LAST CAMPAIGNS: Couple spots on map. Area move game of 1814-55 campaigns in E.France & W.Germany at corp level. '74; (2) CAMBRAI 1917: Div lvl game of Britain armored raid that was wildly successful initially but rebuffed by determined German counterattacks.'74 (3) INVASION SICILY: Grand tac, rgt/div lvl game of the conquest of Sicily'43.'74 (4) SARATOGA 1777: Area move game of the 1777 Saratoga campaign'74 (5) WAR OF THE WORLDS II: strategic, somewhat abstracted game of interplanetary attack on Earth by 1-2 other worlds. For 2-3 players.'74 (6) OMAHA BEACH: May be missing 1 unit. Co. lvl grand tac game of landings at Omaha Beach against the veteran 352nd Div.' |                      |           |         |                |                             |  |

### Revolution Games (Revolu)

<http://www.Revolutiongames.us>

|        |   |                      |    |     |  |                    |                |
|--------|---|----------------------|----|-----|--|--------------------|----------------|
| 121757 | <a href="#">Washington's Crossing, Winter 1776-7</a>  | <a href="#">≤New</a> | HC | 0.8 |  | <del>\$30.00</del> | <b>\$27.50</b> |
|        | Has a sml, 1/4" scratch on black of box cover; otherws new. ■ Operational level game of the 12 days of the Winter campaign of 1776-7 that included the two American victories of Trenton & Princeton as the British attempt to pacify New Jersey. First in the intended Campaigns of the American Rev series. 200 counters, 1.14mi/hex, 6hrs/turn, 1 map. R.Miller'12 |                      |    |     |  |                    |                |

### Schutze Games (Schutz)

<http://sites.google.com/site/schutzegames>

|        |  |                      |    |     |              |                    |                |
|--------|--|----------------------|----|-----|--------------|--------------------|----------------|
| 113622 | <a href="#">Allenby's Blitzkrieg, Palestine 1918</a>   | <a href="#">Mint</a> | n  | 0.3 | Out Of Print | <del>\$15.00</del> | <b>\$9.00</b>  |
|        | Operational level game of the last great cavalry offensive in Sept.1918 in Palestine. Brig/div level, 4mi/hex, 8hrs/turn, small map, 154 double sided counters that must be mounted on two sides & cut apart. '01  |                      |    |     |              |                    |                |
| 68587  | <a href="#">Breaking into Valhalla</a>   | <a href="#">New</a>  | n  | 0.3 | Out Of Print | <del>\$19.50</del> | <b>\$19.00</b> |
|        | Simpler game of Operations Veritable & Grenade, allied offensives that attempted to break the Westwall defenses Feb-Mar 1945. Btl/nrgt level, 1.5mi/hex, 2days/turn, w/ medium sized color map & 266 color counters that must be mounted & cut apart. '01          |                      |    |     |              |                    |                |
| 113621 | <a href="#">Cards of War</a>   | <a href="#">Mint</a> | Fo | 0.3 | Out Of Print | <del>\$19.00</del> | <b>\$12.50</b> |
|        | Lighter fare card game with a WW2 theme. Cards are nicely illustrated WW2 weapons that players use to duke it out. 1pg of rules makes it perfect for beginners. L.Krassner, P.Schutze'02   |                      |    |     |              |                    |                |
| 86175  | <a href="#">Fox's Gambit, Battle of Gazala</a>   | <a href="#">New</a>  | Fo | 0.3 | Out Of Print | <del>\$12.00</del> | <b>\$9.00</b>  |
|        | Simpler grand tactical game of the Gazala campaign before Tobruk, May 1942. Btl/nrgt/div level, 1day/turn. P.Rohrbaugh'03  |                      |    |     |              |                    |                |
| 86189  | <a href="#">Illusionary Fortress, Singapore 1942</a>   | <a href="#">New</a>  | Fo | 0.2 | Out Of Print | <del>\$17.00</del> | <b>\$12.00</b> |
|        | DTP game of the Japanese assault on the fortress island of Singapore early in 1942. 3 exhausted Japanese divisions assault the island defended by battered UK forces. Covers Singapore exclusively. 308 counters that must be mounted & cut apart. P.Schutze'08    |                      |    |     |              |                    |                |
| 102758 | <a href="#">Pusan Perimeter, Fire on the Naktong 2nd</a>   | <a href="#">New</a>  | HC | 0.9 |              | <del>\$26.00</del> | <b>\$22.50</b> |
|        | Update of this relatively simple, rgt/brig level game of the N.Korean attack on a key portion of the Pusan Perimeter in Korea, Aug-Spt 1950. 7mi/hex, 3days/turn, 176 counter. Relatively simple. B.Train'13   |                      |    |     |              |                    |                |
| 68581  | <a href="#">Revanche! Btl of Dompaire, Sept 1944</a>   | <a href="#">New</a>  | n  | 0.3 | Out Of Print | <del>\$17.00</del> | <b>\$12.50</b> |
|        | Last copy. ■ Grand tactical level game of the German counterattack against the 2nd Free French armored div, Sept.1944 near the town of Dompaire. 0.3mi/hex, 90min/turn, co/pltn level, w/ a small map and 180 color counters that must be mounted & cut apart. '01 |                      |    |     |              |                    |                |

### Score Entertainment (Score)

<http://www.ScoreEnt.com>

|       |   |                     |   |     |              |                   |               |
|-------|---|---------------------|---|-----|--------------|-------------------|---------------|
| 70497 | <a href="#">Dragon Booster CCG Demo Deck</a>                                      | <a href="#">New</a> | n | 0.2 | Out Of Print | <del>\$0.25</del> | <b>\$0.01</b> |
|       | FIVE avail; price EA. ■ Rules & 13 card demo deck for this collectable card game. |                     |   |     |              |                   |               |
| 70501 | <a href="#">Dragon Booster CCG Demo Deck</a>                                      | <a href="#">New</a> | n | 0.2 | Out Of Print | <del>\$0.25</del> | <b>\$0.10</b> |
|       | Rules & 13 card demo deck for this collectable card game.                         |                     |   |     |              |                   |               |

### Simulaciones Tacticas (SimTac)

<http://www.simtacludopress.net>

|        |  |                     |    |     |  |                    |                |
|--------|--|---------------------|----|-----|--|--------------------|----------------|
| 125329 | <a href="#">Alexandria 1801, End of Nap's Dream 2nd</a>  | <a href="#">New</a> | zl | 0.8 |  | <del>\$45.00</del> | <b>\$40.00</b> |
|        | Reprint in a ziplock. Modestly simple tactical lvl gm of the French attempt to break the British siege of Alexandria that sealed the fate of Napoleon's Egyptian expedition, March 1801. Uses a new system, not that of SimTacs prior games. |                     |    |     |  |                    |                |

### Simulations Canada (SimCan)

| Part#                                       | Game Title & Edition ( & Issue# for Mags)  | Condtn                | Box | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|---|--|-----------------------|-----|---------|----------------|-----------------------------|--|
| 91737                                       | <a href="#">West Front</a>   | <a href="#">New</a>   | n   | 0.6     | Out Of Print   | <del>\$15.00</del>          | <b>\$10.00</b>                           |
|   | Med complexity, strategic, army level game of the war in western Europe & Italy, '43-5. Emphasizes leadership abilities. 3mo/turn, 50mi/hex. Mates w/ Lebensraum. S.Newberg'85   |                       |     |         |                |                             |  |
| <b>SJG Fire &amp; Movement Mag (SJG FM)</b> |  |                       |     |         |                |                             |  |
| 98835                                       | <a href="#">Fire &amp; Movement Magazine # 32</a>  | <a href="#">Excel</a> | n   | 0.4     | Out Of Print   | <del>\$3.00</del>           | <b>\$1.00</b>                            |
|   | 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   |                       |     |         |                |                             |  |
| 75274                                       | <a href="#">Fire &amp; Movement Magazine # 33</a>  | <a href="#">Excel</a> | n   | 0.4     | Out Of Print   | <del>\$4.00</del>           | <b>\$1.00</b>                            |
|   | 1x3 Inventory label on cover. ■ ARTICLES ON: review of SL GI Anvil of Victory (w/ errata), Seapower & the State; Rules Style Parody; review of Wings 1st; the Language of Wargaming; Miniatures for Wargamers; the Complete Brigadier mini rules set; brief reviews of Gettysburg High Tide of the Confederacy, Little Round Top, Remember the Alamo, Army Group North, Squad Leader. '83  |                       |     |         |                |                             |  |
| 67594                                       | <a href="#">Fire &amp; Movement Magazine # 34</a>  | <a href="#">Excel</a> | n   | 0.4     | Out Of Print   | <del>\$3.00</del>           | <b>\$1.00</b>                            |
|   | 1x3 Inventory label on cover. ■ ARTICLES ON: reviews of Attack in the Ardennes, Rockets Red Glare, Bonaparte in Italy (w/ errata); the Etiquette of Wargaming; WRG's War Game Minis Rules; brief reviews of Falklands or Malvinas, War in the Falklands, Rommel in the Desert 1st, Fight For the Sky, Fighter Command, Germany's Tank Attack 1918. '83   |                       |     |         |                |                             |  |
| 106869                                      | <a href="#">Fire &amp; Movement Magazine # 34</a>  | <a href="#">Mint</a>  | n   | 0.4     | Out Of Print   | <del>\$4.00</del>           | <b>\$2.00</b>                            |
|   | 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   |                       |     |         |                |                             |  |
| 52238                                       | <a href="#">Fire &amp; Movement Magazine # 35</a>  | <a href="#">Excel</a> | n   | 0.4     | Out Of Print   | <del>\$3.00</del>           | <b>\$1.00</b>                            |
|   | 1x3 Inventory label on cover. ■ ARTICLES ON: review of Cossacks Are Coming 1st (w/ errata); Playing Monster Games; Analysis of Ace of Aces & Bounty Hunter; Anzio puzzle; Survey of WWII Micro-Armor & Modern Naval Minis; brief reviews of BroadSides & Boarding Parties, Destroyer Captains, Remember Gordon, Jerusalem 2nd, Victory at Waterloo. '83  |                       |     |         |                |                             |  |
| 75267                                       | <a href="#">Fire &amp; Movement Magazine # 38</a>  | <a href="#">Excel</a> | n   | 0.4     | Out Of Print   | <del>\$3.00</del>           | <b>\$1.00</b>                            |
|   | 1x3 Inventory label on cover. ■ ARTICLES ON: reviews of Atlantic Wall, La Regia Marina & DAK (w/ errata); Modern Armor Minis Rules Review; Armchair General problem: Figher Cover for a Fleet; brief reviews of CLOSE Falklands War, Scourge of God, Close Assault, Iwo Jima #92. '83  |                       |     |         |                |                             |  |
| 117507                                      | <a href="#">Fire &amp; Movement Magazine # 38</a>  | <a href="#">Mint</a>  | n   | 0.4     | Out Of Print   | <del>\$4.00</del>           | <b>\$2.00</b>                            |
|   | ARTICLES ON: reviews of Atlantic Wall, La Regia Marina & DAK (w/ errata); Modern Armor Minis Rules Review; Armchair General problem: Figher Cover for a Fleet; brief reviews of CLOSE Falklands War, Scourge of God, Close Assault, Iwo Jima #92. '83  |                       |     |         |                |                             |  |
| 98843                                       | <a href="#">Fire &amp; Movement Magazine # 40</a>  | <a href="#">Excel</a> | n   | 0.4     | Out Of Print   | <del>\$3.00</del>           | <b>\$1.00</b>                            |
|   | 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   |                       |     |         |                |                             |  |
| 106875                                      | <a href="#">Fire &amp; Movement Magazine # 40</a>  | <a href="#">Mint</a>  | n   | 0.4     | Out Of Print   | <del>\$4.00</del>           | <b>\$2.00</b>                            |
|   | 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   |                       |     |         |                |                             |  |
| 66914                                       | <a href="#">Fire &amp; Movement Magazine # 43</a>  | <a href="#">Excel</a> | n   | 0.5     | Out Of Print   | <del>\$3.00</del>           | <b>\$2.00</b>                            |
|   | 1x3 Inventory label on cover. ■ ARTICLES ON: First issue under Diverse Talents ownership; review of GDW Assault 1st w/ errata, Clash of Steel #31 w/ errata, VG Vietnam 1965-75 w/ hints on play, Killer Angels, GDW 8th Army, Race for the Meuse #26, SIMCAN Hannibal, Peter the Great #27, Stars & Bars #0, WEG Shiloh, Royal Navy, Lodz 1914 #29. '85   |                       |     |         |                |                             |  |
| 67608                                       | <a href="#">Fire &amp; Movement Magazine # 50</a>  | <a href="#">Excel</a> | n   | 0.4     | Out Of Print   | <del>\$3.00</del>           | <b>\$1.00</b>                            |
|   | 1x3 Inventory label on cover. ■ ARTICLES ON: HOBJAP Yamato; TSR World War II ETO 2nd w/ errata; SSG Europe Ablaze; Rommel in the Desert 1st & Rommel's War (w/ errata for the latter); War to End Wars; Rommel at Bay; Supremacy; GDW Operation Market-Garden; HOBJAP Bitter End 1st; Victory in Europe; Samurai Blades; Red Baron #48; Rules Writing by Mark Herman; Manning Hadrian's Wall puzzle; the Game Business, Tougher to Get into. '86   |                       |     |         |                |                             |  |
| 64422                                       | <a href="#">Fire &amp; Movement Magazine # 52</a>  | <a href="#">Excel</a> | n   | 0.4     | Out Of Print   | <del>\$5.00</del>           | <b>\$2.00</b>                            |
|   | 1x3 Inventory label on cover. ■ ARTICLES ON: Interview with Sid Meier (then of Microprose); review of Napoleon & the Archduke Charles #49, St. Lo, Air Cav, Air & Armor, AirLand Battle, Struggle for Stalingrad #47 w/ errata; brief reviews of: Hitler's Counterstroke in France, WWW Battle Cry, VG Korean War, Texas Revolution; New Games on Old Subjects; Gaming in Australia; solution to the Manning Hadrian's Wall puzzle from prior issue; WWW acquires S&T from TSR, Counterattack & Battleplan mags announced, '87 |                       |     |         |                |                             |  |
| 66919                                       | <a href="#">Fire &amp; Movement Magazine # 58</a>  | <a href="#">Excel</a> | n   | 0.4     | Out Of Print   | <del>\$3.50</del>           | <b>\$2.00</b>                            |
|   | 1x3 Inventory label on cover. ■ ARTICLES ON: interview with Jon Southard; Atlanticon '88 Report; review of Fire Brigade PC game; reviews of AH Empire in Arms 2nd, w/ analysis of the 1805 Trafalgar situation; review of Tam Yankee; Simulating the Fog of War; review of Open Fire, Jet Ace; answers to Military Quotes puzzle in #57; games of Gettysburg review. '88   |                       |     |         |                |                             |  |

**Slang Design (Slang)**

|       |   |                     |    |     |              |                    |               |
|-------|---|---------------------|----|-----|--------------|--------------------|---------------|
| 98369 | <a href="#">Zombies of the World Field Guide</a>  | <a href="#">New</a> | Bk | 0.6 | Out Of Print | <del>\$10.00</del> | <b>\$3.00</b> |
|       | Written as the definitive field guide to the undead. Describes 20 common zombie "species" with their habits & range, the US govt's secret zombie research, theories of zombie evolution & more. '12 |                     |    |     |              |                    |               |

**SPI Games (SPI)**



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

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| Part#                              | Game Title & Edition ( & Issue# for Mags)  | Condtn                 | Box       | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|------------------------------------|--|------------------------|-----------|---------|----------------|-----------------------------|--|
| 130835                             | <a href="#">City-Fight</a>   | <a href="#">VeryGd</a> | BC        | 1.9     | Out Of Print   | <del>\$50.00</del>          | <b>\$33.00</b>                           |
|                                    | No countertray. Missing 3 units & 6 markers; ID included. Soiling & stains in rules, isolated spots on maps. Box stained, worn & reinforced with clear packing tape on all corners and portions on end panel. Worn, but entirely servicable. ■ Tactical combat between vehicles & fireteams in post-WW2 urban environments in 19 scenarios. Sophisticated yet smooth limited intelligence system, w/ many weapons systems & a focus on combat engineers (sappers). 1400 counters. 16.7m/hex, 20sec/turn. J.Balkoski'79   |                        |           |         |                |                             |  |
| 122138                             | <a href="#">Combined Arms, Combat Ops 1935-70 2nd</a>  | <a href="#">Fair</a>   | FT        | 0.8     | Out Of Print   | <del>\$12.00</del>          | <b>\$5.00</b>                            |
|                                    | 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 tape & 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.  |                        |           |         |                |                             |  |
| 108537                             | <a href="#">Combined Arms, Combat Ops 1935-70 2nd</a>  | <a href="#">Excel</a>  | FT        | 0.8     | Out Of Print   | <del>\$20.00</del>          | <b>\$15.00</b>                           |
|                                    | 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.   |                        |           |         |                |                             |  |
| 121465                             | <a href="#">Combined Arms, Combat Ops 1935-70 2nd</a>  | <a href="#">Mint</a>   | FT        | 0.8     | Out Of Print   | <del>\$30.00</del>          | <b>\$25.00</b>                           |
|                                    | 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.   |                        |           |         |                |                             |  |
| 129710                             | <a href="#">Commando, Combat Adventure Game</a>  | <a href="#">Mint</a>   | zl        | 1.2     | Out Of Print   | <del>\$20.00</del>          | <b>\$12.50</b>                           |
|                                    | No box or dice; packaged in a ziplock. Otherws clean & complete & unused. ■ No box or dice. Man-man combat in 2 game versions: historical & gamemastered RP. Emphasizes daring-do in 12 scenarios. E Goldberg '79  |                        |           |         |                |                             |  |
| 131909                             | <a href="#">DragonQuest: Palace of Ontoncle</a>  | <a href="#">Good</a>   | Bk        | 0.2     | Out Of Print   | <del>\$10.00</del>          | <b>\$7.50</b>                            |
|                                    | Rules booklet only; missing all 6 map inserts; reduced sized b&w images of 5 maps (all except B) printed in booklet. Otherws EX. ■ Adventure module 1. FRP gamemastered scenario for DragonQuest designed for a party of 4-6 players. Players are lured to the abandoned Palace of Ontoncle with an offer of massive loot if they will simply rid the palace of an evil mage & minions. But all is not as it seems. Peter Herzig'80  |                        |           |         |                |                             |  |
| 116303                             | <a href="#">Grenadier</a>  | <a href="#">Good</a>   | zl        | 0.4     | Out Of Print   | <del>\$25.00</del>          | <b>\$12.50</b>                           |
|                                    | Playable but substantially incomplete; missing 109 units. Will require making repl counters to play all scenarios. CRT/TEC/Historical Commentary chart stained, soiled & wrinkled thru use, and a portion of upper page torn away; no key info lost. Map also shows some minor crease. Packaged in a ziplock without cover sheet or die. ■ 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  |                        |           |         |                |                             |  |
| 127462                             | <a href="#">Mech War II</a>  | <a href="#">Mint</a>   | <b>DC</b> | 3.0     | Out Of Print   | <del>\$159.00</del>         | <b>\$129.00</b>                          |
|                                    | No counter tray. Sml amt of errata annotation in rules. Box yellowed thru age, with vertical cut mar on 1 side panel. From a smoker's collection; some tobacco smell remains. Otherws very clean. ■ Large two game pkg: update of Red Star/White Star (mech combat in central Europe) plus Suez to Golan (mech combat during '73 Yom Kippur War). 1600 counters, 200m/hex, 5min/turn, Pltn level. M.Herman'79  |                        |           |         |                |                             |  |
| 77303                              | <a href="#">Next War Errata [9/79]</a>   | <a href="#">Excel</a>  | n         | 0.1     | Out Of Print   | <del>\$2.50</del>           | <b>\$0.75</b>                            |
|                                    | Photocopy of 4pgs of comprehensive errata published 9/79.  |                        |           |         |                |                             |  |
| 117996                             | <a href="#">S&amp;T Guide Newsletter #1</a>  | <a href="#">Excel</a>  | n         | 0.2     | Out Of Print   | <del>\$3.00</del>           | <b>\$1.00</b>                            |
|                                    | Some moisture staining or sun discoloration & mild staining on cover. Otherws EX. ■ Newsletter now of interest mainly to wargame collectors. Small, foldout newsletter that preceded Moves magazine. This issue itemized wargame publishers, designers & wargames existant as of early 1971. 6/71  |                        |           |         |                |                             |  |
| 111698                             | <a href="#">Spitfire</a>   | <a href="#">VeryGd</a> | WT        | 1.0     | Out Of Print   | <del>\$19.00</del>          | <b>\$14.00</b>                           |
|                                    | All (27) blanks removed; all units & markers present. White tray has large moisture stain on cover, lite stain on back cover, both cosmetic only. Components clean & otherws EX. ■ SPI's game of air-air combat in Europe early in World War II. Includes 16 types of planes, fighters & bombers. 46m/hex, 3.3sec/turn, 46m/hex. J.Dunnigan'73   |                        |           |         |                |                             |  |
| 122142                             | <a href="#">Starforce Trilogy</a>  | <a href="#">Excel</a>  | FT        | 1.9     | Out Of Print   | <del>\$75.00</del>          | <b>\$45.00</b>                           |
|                                    | Missing ALL Outreach components. Includes 2 games: Star Soldier (record charts separated, slight sun discoloration to uppermost row of 20 counters, otherws mint & clean) and Star Force Alpha Centurai (complete; sml portion of btm of CRTs on map sun discolored). Tray corners cracked & repaired. Label on tray end panel; tray cover yellowed. ■ 3 of SPI's classic Sci-Fi games: Outreach, Starforce & Star Soldier. SS is tac combat on surface of planet in future using adv weaponsl 400 counters. OUT is good 2-4 player gm of galactic expansion w/ economics; 200 counters. StF is a strat gm of space combat between races using 3D simultaneous movement; 200 counters. '77 |                        |           |         |                |                             |  |
| 128160                             | <a href="#">StarSoldier, Tac Warfare in 25th Century</a>   | <a href="#">VeryGd</a> | BC        | 1.0     | Out Of Print   | <del>\$29.00</del>          | <b>\$20.00</b>                           |
|                                    | From a smoker's collection; has distinct smell. Missing 2 counters, ID included. Packaged in a bookcase box. May counters (only) spotted or discolored in brown. Rules have staples rules plus some soiling thru use. Box mildly scuffed with some sun fading on one end panel. ■ Game of tactical combat in the 25th century between infantry forces in a sci-fi future in a terrestrial environment. Optional links w/ StarForce. T.Walczyk'77   |                        |           |         |                |                             |  |
| <b>SPI MOVES Magazine (SPIMov)</b> |  |                        |           |         |                |                             |  |
| 84417                              | <a href="#">Moves Magazine (SPI) # 1</a>   | <a href="#">Excel</a>  | n         | 0.4     | Out Of Print   | <del>\$15.00</del>          | <b>\$5.00</b>                            |
|                                    | Consolidation of Game Design & Game Supplement newsletters into a professionally printed, longstanding mag. ARTICLES ON: Debate on the Rommel Syndrome, that success in wargaming equates to military talent; Revising Franch 1940 #27; Zulu War & the Zulu empire; Combat Results & Tactical Games; Manpower in World War I; Solitaire wargaming; Intro to Advanced Napoleonics; Adding CRT bias to balance a game; and lots of ads. Feb'72   |                        |           |         |                |                             |  |

| Part#                                      | Game Title & Edition ( & Issue# for Mags)  | Condtn                  | Box | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|--|--|-------------------------|-----|---------|----------------|-----------------------------|--|
| 116483                                     | <a href="#">Moves Magazine (SPI) # 6</a>   | <a href="#">VeryGd</a>  | n   | 0.4     | Out Of Print   | <del>\$5.00</del>           | <b>\$0.50</b>                            |
|  | Entire mag moisture warped, but otherws clean. ■ ARTICLES ON: Normandy 2nd Profile & strategy; the Great Arrow War, debating ancient shortbow range; Chinese Classical Warfare; Wargames From & About China; Battle of Maida outside Naples, 1806 w/ two reduced maps; Definition of Blitzkrieg; World War 0, 1775-1783. Dec'72  |                         |     |         |                |                             |  |
| 88685                                      | <a href="#">Moves Magazine (SPI) # 6</a>   | <a href="#">Excel</a>   | n   | 0.4     | Out Of Print   | <del>\$11.00</del>          | <b>\$4.00</b>                            |
|  | 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   |                         |     |         |                |                             |  |
| 3745                                       | <a href="#">Moves Magazine (SPI) # 7</a>   | <a href="#">Excel</a>   | n   | 0.4     | Out Of Print   | <del>\$7.00</del>           | <b>\$3.00</b>                            |
|  | 1x3 Inventory label on cover. Couple of scuffs on cover. ■ ARTICLES ON: Guide to Conflict Games & Periodicals with a near comprehensive list of wargames to-date; SPI in 1972; SPI games from Dave William's perspective; Where does SPI go from here per JD; Physical systems in Conflict Design; SPI Research Dept in 1972. Feb-Mar'73   |                         |     |         |                |                             |  |
| 100444                                     | <a href="#">Moves Magazine (SPI) #29</a>   | <a href="#">Excel</a>   | n   | 0.4     | Out Of Print   | <del>\$2.00</del>           | <b>\$0.50</b>                            |
|  | Cover scuffed, mailing label on back cover, otherws EX. ■ 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 |                         |     |         |                |                             |  |
| 84442                                      | <a href="#">Moves Magazine (SPI) #29</a>   | <a href="#">VeryGd</a>  | n   | 0.4     | Out Of Print   | <del>\$3.00</del>           | <b>\$1.00</b>                            |
|  | Cover scuffed. ■ 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  |                         |     |         |                |                             |  |
| 55147                                      | <a href="#">Moves Magazine (SPI) #29</a>   | <a href="#">Excel</a>   | n   | 0.4     | Out Of Print   | <del>\$4.00</del>           | <b>\$2.00</b>                            |
|  | 1x3 Inventory label on cover. ■ Special 40pg issue. ARTICLES ON: Panzergruppe Guderian analysis; Terrible Swift Sword analysis; an SPI Game Library; Wagram analysis; glossary of German military terms; index to S&T Magazine #19-58, and Moves #1-28; Military Unit Symbols; Wargaming terminology; SPI Clan at Origins II; designing your own Mech War '77 and Panzer '44 scenarios; ERRATA for Terrible Swift Sword and Blue & Gray Quad I & II. '76                           |                         |     |         |                |                             |  |
| <b>SPI S&amp;T Magazine Games (SPIS T)</b> |  |                         |     |         |                |                             |  |
| 56951                                      | <a href="#">Cedar Mountain #86 (w/Mag)</a>   | <a href="#">New</a>     | n   | 0.8     | Out Of Print   | <del>\$15.00</del>          | <b>\$10.00</b>                           |
|  | Mag & Game. GBACW v.4. Union troops under Banks surprise a superior force under Stonewall, Aug '62, then must fight for their lives. 30min/turn, 125yd/hex, 30min/turn. D.Bush, J.Simon, A.Williams'81 / ARTICLES ON: Cedar Mtn, Prelude to Bull Run; the Alamo & the Texas War for Independence, 1835-61; Operational Update at SPI.  |                         |     |         |                |                             |  |
| 106939                                     | <a href="#">Combined Arms, Combat Ops 1935-70 #46 (GameOnly)</a>   | <a href="#">VeryGd</a>  | n   | 0.8     | Out Of Print   | <del>\$11.00</del>          | <b>\$8.00</b>                            |
|  | Game only. Complete. Top edge of 2 charts sun discolored. 1" abrasion in middle of map & also at margin. 20 hexes at margin numbered in ink. ■ GameOnly. Game is an attempt to show the application of combined arms tactics in 5 platoon/company level scenarios, WW2 & the Yom Kippur War of 1973. 200 counters, co/btl level, 1hr/turn, 300m/hex. J.Dunnigan'74   |                         |     |         |                |                             |  |
| 94008                                      | <a href="#">Kampfpanzer, Armored Combat 1937-40 #41 (GameOnly)</a>   | <a href="#">Mint</a>    | n   | 0.4     | Out Of Print   | <del>\$20.00</del>          | <b>\$15.00</b>                           |
|  | GameOnly. SiMove armored combat, 1937-40 in 8 scenarios covering SpanCiv War, Khalkin-Gol, Russo-Finnish war, & early WW2. JD'73   |                         |     |         |                |                             |  |
| 91878                                      | <a href="#">Oil War #52 (w/Mag)</a>  | <a href="#">Excel</a>   | n   | 0.8     | Out Of Print   | <del>\$20.00</del>          | <b>\$13.00</b>                           |
|  | Missing 4 blanks & game turn marker; otherws complete. ■ Mag & Game. Hypothetical situations where the US intervenes in Persian Gulf in late 70s with its more mobile ground forces designed for just this purpose. Simpler game good for beginners. 100 counters, brig level, 2days/turn, 30km/hex. J.Dunnigan'75 / ARTICLES ON: Oil War, American Intervention in the Persian Gulf; Island War, US Amphibious Offensive against Imperial Japan 1942-45.                          |                         |     |         |                |                             |  |
| 91675                                      | <a href="#">Scrimmage #37 (w/Mag)</a>  | <a href="#">Excel</a>   | n   | 0.8     | Out Of Print   | <del>\$24.00</del>          | <b>\$7.50</b>                            |
|  | Rules worn thru use, w/ some seam wear (repaired), inked errata annotations, mild wrinkling. Otherws EX. ■ Mag & Game. Workable, but never popular, gm of American football on a hex grid, essentially conceptualized as a tactical wargame as only this designer could do. 100 counters. J.Dunnigan'73 / ARTICLES ON: Ardennes Offensive, Battle of the Bulge Dec. 1944; Caporetto, Austro-German Offensive in Italy, Oct-Nov 1917.   |                         |     |         |                |                             |  |
| 24094                                      | <a href="#">Sicily, Race for Messina #89 (w/Mag)</a>   | <a href="#">&lt;New</a> | n   | 0.8     | Out Of Print   | <del>\$22.00</del>          | <b>\$19.00</b>                           |
|  | Remnant copy. 2nd half-sized countersheet replaced by color copy, front & back. ■ Mag & game. Last SPI issue. Battle for Sicily, July-Aug 1943, using the Victory in West system. 2days/turn, 3mi/hex, btln/rgt level, 300 counters. D.rustin'81 / ARTICLES ON: Sicily, the Race for Messina; Lee v McClellan, the Maryland Campaign, Sept. 1862; Brief reviews of: Hitler's War 1st, Command at Sea 1st, Trenchfoot.  |                         |     |         |                |                             |  |
| 77257                                      | <a href="#">Siege of Constantinople NAVAL RULES #66</a>  | <a href="#">Excel</a>   | n   | 0.4     | Out Of Print   | <del>\$3.00</del>           | <b>\$1.00</b>                            |
|  | 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.   |                         |     |         |                |                             |  |
| 65654                                      | <a href="#">Strategy &amp; Tactics (SPI) # 43</a>  | <a href="#">VeryGd</a>  | n   | 0.4     | Out Of Print   | <del>\$5.00</del>           | <b>\$1.00</b>                            |
|  | Mag cover scuffed & wrinkled. 1x3 Inventory label on cover. ■ Mag only; no rules. ARTICLES ON: the American Civil War 1861-5; Soldier Kings 1550-1770.   |                         |     |         |                |                             |  |
| 111860                                     | <a href="#">Strategy &amp; Tactics (SPI) # 44</a>  | <a href="#">VeryGd</a>  | n   | 0.4     | Out Of Print   | <del>\$3.00</del>           | <b>\$1.00</b>                            |
|  | Mag cover & first 3 pgs have a lite moisture stain on a 3" triangular area at corner of mag. Many sml speck stains on rear cover. ■ Mag only; no rules. ARTICLES ON: Tank, a Weapons System Survey; Sea War in the Age of Sail, 1650-1830.   |                         |     |         |                |                             |  |
| 44149                                      | <a href="#">Strategy &amp; Tactics (SPI) # 44</a>  | <a href="#">Excel</a>   | n   | 0.4     | Out Of Print   | <del>\$5.00</del>           | <b>\$2.00</b>                            |
|  | 1x3 Inventory label on cover. ■ Mag only; no rules. ARTICLES ON: Tank, a Weapons System Survey; Sea War in the Age of Sail, 1650-1830.   |                         |     |         |                |                             |  |

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|--------|--|------------------------|-----|---------|----------------|-----------------------------|--|
| 68118  | <a href="#">Strategy &amp; Tactics (SPI) # 50</a><br>Cover & 3 pgs moisture warped, and some separation marring on inside cover & top of pages. 1x3 Inventory label on cover. ■ Mag only; no rules. ARTICLES ON: Battle for Germany, Destruction of the Reich, Dec '44 - May '45; the Battleship Era, 1905-71.   | <a href="#">VeryGd</a> | n   | 0.4     | Out Of Print   | <del>\$7.00</del>           | <b>\$4.00</b>                            |
| 113915 | <a href="#">Strategy &amp; Tactics (SPI) # 53</a><br>Mag only; no rules. ARTICLES ON: Punic Wars, Rome v Carthage 264-146BC; FYEO; History of Wargaming Update; Tank After-Action Report.  | <a href="#">Excel</a>  | n   | 0.4     | Out Of Print   | <del>\$6.00</del>           | <b>\$2.50</b>                            |
| 113921 | <a href="#">Strategy &amp; Tactics (SPI) # 60</a><br>Mag only; no rules. ARTICLES ON: Peninsular Campaign, May-July 1862; 1976 SPI Annual Report; After the Holocaust, Nuclear Devestation of America.   | <a href="#">Excel</a>  | n   | 0.4     | Out Of Print   | <del>\$5.00</del>           | <b>\$2.00</b>                            |
| 72701  | <a href="#">Strategy &amp; Tactics (SPI) # 64</a><br>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 | <a href="#">VeryGd</a> | n   | 0.4     | Out Of Print   | <del>\$5.00</del>           | <b>\$2.50</b>                            |

## Steve Jackson Games (SJG)

<http://www.sjgames.com>

|        |   |                         |    |     |              |                    |                |
|--------|---|-------------------------|----|-----|--------------|--------------------|----------------|
| 124373 | <a href="#">Car Wars, 4th</a><br>4th (1990) edition. Unpunched (uncut) & clean, but box has been partially flattened on one side leaving 1 side & both box ends deformed. Components clean & unused. ■ Popular, simpler gm personal combat between armed vehicles on the streets of our future. Best Sci-Fi game in '82. C.Irby, S.Jackson' | <a href="#">Excel</a>   | SC | 0.5 | Out Of Print | <del>\$15.00</del> | <b>\$10.00</b> |
| 111979 | <a href="#">Mars Attacks Dice Game PROMO Card (1)</a><br>Single Area 51 promo card for this dice game.  | <a href="#">New</a>     | n  | 0.0 | Out Of Print | <del>\$0.50</del>  | <b>\$0.25</b>  |
| 108017 | <a href="#">Munchkin Apocalypse: PROMO BOOKMARKER</a><br>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  | <a href="#">New</a>     | n  | 0.1 | Out Of Print | <del>\$2.00</del>  | <b>\$0.50</b>  |
| 121307 | <a href="#">Munchkin Cthulhu: PROMO BOOKMARK</a><br>Esoteric Empowerment bookmark, giving special abilities in play.  | <a href="#">New</a>     | n  | 0.1 | Out Of Print | <del>\$1.00</del>  | <b>\$0.25</b>  |
| 121317 | <a href="#">Munchkin Cthulhu: PROMO Card #1</a><br>Promotional card: Revealed Cult Secrets.   | <a href="#">New</a>     | n  | 0.1 | Out Of Print | <del>\$1.00</del>  | <b>\$0.25</b>  |
| 121327 | <a href="#">Munchkin Cthulhu: PROMO Card #2</a><br>Promotional card: Octomaid.  | <a href="#">New</a>     | n  | 0.1 | Out Of Print | <del>\$1.00</del>  | <b>\$0.25</b>  |
| 121337 | <a href="#">Munchkin Cthulhu: PROMO Card #3</a><br>Promotional card: Non-Euclidean Brick Toy.   | <a href="#">New</a>     | n  | 0.1 | Out Of Print | <del>\$1.00</del>  | <b>\$0.25</b>  |
| 124690 | <a href="#">Munchkin Dragons Promo Card Set (4)</a><br>Set of 4 cards.  | <a href="#">New</a>     | n  | 0.1 | Out Of Print | <del>\$2.00</del>  | <b>\$1.00</b>  |
| 124687 | <a href="#">Munchkin Holiday Cheer Promo Bookmark</a><br>Holiday Cheer bookmark, only.  | <a href="#">New</a>     | n  | 0.1 | Out Of Print | <del>\$1.00</del>  | <b>\$0.50</b>  |
| 124689 | <a href="#">Munchkin Knight in Bangkok Promo Card(2)</a><br>Knight in Bangkok Men at Arms.  | <a href="#">New</a>     | n  | 0.1 | Out Of Print | <del>\$1.00</del>  | <b>\$0.50</b>  |
| 124692 | <a href="#">Munchkin Knights Promo Card Set (4)</a><br>Set of 4 cards.  | <a href="#">New</a>     | n  | 0.2 | Out Of Print | <del>\$2.00</del>  | <b>\$0.50</b>  |
| 124708 | <a href="#">Munchkin Pathfinder Promo Bookmark</a><br>Knocking on Dungeon Door promo bookmark.  | <a href="#">New</a>     | n  | 0.1 | Out Of Print | <del>\$1.00</del>  | <b>\$0.50</b>  |
| 124706 | <a href="#">Munchkin Sugar Smasing Promo Bookmark</a><br>Bookmark, only.  | <a href="#">New</a>     | n  | 0.1 | Out Of Print | <del>\$1.00</del>  | <b>\$0.50</b>  |
| 120068 | <a href="#">Munchkin, Christmas Lite</a><br>Demo copy with sticker on box cover. Otherws new. ■ Streamlined version of Munchkin, with a holiday theme, aimed at the family. For 3-4 players. Steve Jackson'15   | <a href="#">&lt;New</a> | SC | 0.4 |              | <del>\$7.50</del>  | <b>\$5.00</b>  |
| 120086 | <a href="#">Munchkin: Apocalypse BearGrill PromoCard</a><br>Promotional card for Apocalypse (but useable with any Munchkin product). 3 FREE cards/bookmarks of your choice with any Munchkin purchase.  | <a href="#">New</a>     | n  | 0.1 | Out Of Print | <del>\$0.25</del>  | <b>\$0.25</b>  |
| 111975 | <a href="#">Munchkin: Card Promo Kit (10)</a><br>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).                                       | <a href="#">New</a>     | n  | 0.4 | Out Of Print | <del>\$3.00</del>  | <b>\$1.00</b>  |

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|--------|--|---------------------|-----|---------|----------------|-----------------------------|--|
| 120071 | <a href="#">Munchkin: Christmas Lite Bookmark</a>  | <a href="#">New</a> | n   | 0.4     | Out Of Print   | <del>\$1.00</del>           | <b>\$0.25</b>                            |
|        | 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  |                     |     |         |                |                             |  |
| 120087 | <a href="#">Munchkin: Cthulhu Brick Toy Promo Card</a>   | <a href="#">New</a> | n   | 0.1     | Out Of Print   | <del>\$0.50</del>           | <b>\$0.25</b>                            |
|        | Promotional card. Any three Munchkin promo cards FREE with any Munchkin-related purchase (of \$8 or more).   |                     |     |         |                |                             |  |
| 120085 | <a href="#">Munchkin: Curse! Shattered Promo Card</a>  | <a href="#">New</a> | n   | 0.1     | Out Of Print   | <del>\$0.50</del>           | <b>\$0.25</b>                            |
|        | Promotional card. Any three Munchkin promo cards FREE with any Munchkin-related purchase (of \$8 or more).   |                     |     |         |                |                             |  |
| 120084 | <a href="#">Munchkin: Frankenstn's Monster PromoCard</a>   | <a href="#">New</a> | n   | 0.1     | Out Of Print   | <del>\$0.50</del>           | <b>\$0.25</b>                            |
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| 120083 | <a href="#">Munchkin: Hostile Jester Promo Card</a>  | <a href="#">New</a> | n   | 0.1     | Out Of Print   | <del>\$0.50</del>           | <b>\$0.25</b>                            |
|        | Promotional card. Any three Munchkin promo cards FREE with any Munchkin-related purchase (of \$8 or more).   |                     |     |         |                |                             |  |
| 120074 | <a href="#">Munchkin: Marvel Hydra Bookmark</a>  | <a href="#">New</a> | n   | 0.1     | Out Of Print   | <del>\$1.00</del>           | <b>\$0.25</b>                            |
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| 120072 | <a href="#">Munchkin: Monstrous Unfairness Bookmark</a>  | <a href="#">New</a> | n   | 0.1     | Out Of Print   | <del>\$1.00</del>           | <b>\$0.25</b>                            |
|        | 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   |                     |     |         |                |                             |  |
| 120075 | <a href="#">Munchkin: Moop's Monster Mashup Bookmark</a>   | <a href="#">New</a> | n   | 0.1     | Out Of Print   | <del>\$1.00</del>           | <b>\$0.25</b>                            |
|        | 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   |                     |     |         |                |                             |  |
| 120069 | <a href="#">Munchkin: Nightmare Before Xmas Bookmark</a>   | <a href="#">New</a> | n   | 0.1     | Out Of Print   | <del>\$1.00</del>           | <b>\$0.25</b>                            |
|        | 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  |                     |     |         |                |                             |  |
| 120073 | <a href="#">Munchkin: Oz Baum Squad Bookmark</a>   | <a href="#">New</a> | n   | 0.1     | Out Of Print   | <del>\$1.00</del>           | <b>\$0.25</b>                            |
|        | 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   |                     |     |         |                |                             |  |
| 120070 | <a href="#">Munchkin: Play Munchkin Bookmark</a>   | <a href="#">New</a> | n   | 0.1     | Out Of Print   | <del>\$1.00</del>           | <b>\$0.25</b>                            |
|        | 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   |                     |     |         |                |                             |  |
| 111977 | <a href="#">Munchkin: Promo Bookmark Set (6)</a>   | <a href="#">New</a> | n   | 0.2     | Out Of Print   | <del>\$4.00</del>           | <b>\$1.00</b>                            |
|        | 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, BRAAAAINS, Her Majesty's Secret Circus, Gleeful Regifting, Nefarious Necromancy, Boom & Bust.  |                     |     |         |                |                             |  |
| 111978 | <a href="#">Munchkin: Promo Bookmark Set (6)</a>   | <a href="#">New</a> | n   | 0.2     | Out Of Print   | <del>\$4.00</del>           | <b>\$1.00</b>                            |
|        | 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, BRAAAAINS, Her Majesty's Secret Circus, Gleeful Regifting, Nefarious Necromancy, Boom & Bust.  |                     |     |         |                |                             |  |
| 124710 | <a href="#">Munchkin: Super Munchkin Promo Bookmark</a>  | <a href="#">New</a> | n   | 0.1     | Out Of Print   | <del>\$1.00</del>           | <b>\$0.25</b>                            |
|        | Pectoral Puissance Promo Bookmark  |                     |     |         |                |                             |  |
| 124711 | <a href="#">Munchkin: Super Munchkin Promo Bookmark</a>  | <a href="#">New</a> | n   | 0.1     | Out Of Print   | <del>\$1.00</del>           | <b>\$0.25</b>                            |
|        | Pectoral Puissance Promo Bookmark  |                     |     |         |                |                             |  |
| 120097 | <a href="#">Munchkin: Ten-Galleon Hat Promo Card</a>   | <a href="#">New</a> | n   | 0.1     | Out Of Print   | <del>\$0.50</del>           | <b>\$0.25</b>                            |
|        | Promotional card. Any three Munchkin promo cards FREE with any Munchkin-related purchase (of \$8 or more).   |                     |     |         |                |                             |  |
| 127952 | <a href="#">Ogre 6th: Reinforcements Kit</a>   | <a href="#">New</a> | FB  | 1.2     |                | <del>\$15.00</del>          | <b>\$12.50</b>                           |
|        | New & previously published components for the Ogre & GEV game system (6th edition). Includes new scenarios, new rules, & new units, updating this long out-of-print but popular kit. Includes 3 3D Panuro ogres, 5 new types of armor for both Panuro & Combine, complete new set of infantry & armor, plus 2 new 3D command posts, town overlay, and 8 scenarios. '17 |                     |     |         |                |                             |  |
| 120077 | <a href="#">Ogre 7th: Counter Set E5/E6</a>  | <a href="#">New</a> | N   | 0.5     | Out Of Print   | <del>\$15.00</del>          | <b>\$8.00</b>                            |
|        | Two punch-out, 3D Ogre countersheets. Must ship boxed due to size. ■ Two punch-out, 3D Ogre countersheets.   |                     |     |         |                |                             |  |
| 120088 | <a href="#">Simon's Cat: Mouse Promo Card</a>  | <a href="#">New</a> | n   | 0.1     | Out Of Print   | <del>\$0.25</del>           | <b>\$0.10</b>                            |
|        | Promotional card for this simple card game. FREE with *any* purchase upon request.   |                     |     |         |                |                             |  |

### Task Force Games (TFG)

|       |  |                     |    |     |              |                   |               |
|-------|--|---------------------|----|-----|--------------|-------------------|---------------|
| 26803 | <a href="#">Escape from Altassar</a>   | <a href="#">New</a> | zl | 0.2 | Out Of Print | <del>\$7.00</del> | <b>\$5.00</b> |
|       | Cannablistic nationals deal with a massive escape by armed POWs destined to become dinner. Game is just as creative as the scenario. D.Campagna'83 |                     |    |     |              |                   |               |

## Great Games at Really GREAT Prices !

[www.FineGames.com/eoy\\_clear.htm](http://www.FineGames.com/eoy_clear.htm)Fine Games, 2078 Madrona St., North Bend, OR 97459-2143 USA. email: [M.Dean@FineGames.com](mailto:M.Dean@FineGames.com) ph. 541-756-4711 10am-9pm PST

| Part#  | Game Title & Edition ( & Issue# for Mags)   | Condtn                 | Box | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|--------|---|------------------------|-----|---------|----------------|-----------------------------|--|
| 134987 | <a href="#">Star Fleet Battles: Captain's Log # 1</a><br>Cover shows use & wear. ■ First issue of this longstanding journal supporting and enhancing TFGs/ADBs line of Star Fleet Battles, Federation & Empire, Starfire & more. Provides 3 additional ship SSDs, 20 new scenarios, and fiction. '83        | <a href="#">VeryGd</a> | Bk  | 0.4     | Out Of Print   | <del>\$15.00</del>          | <b>\$9.00</b>                            |
| 116566 | <a href="#">Star Fleet Battles: R4 Module</a><br>Module adding new or specialized ships for the Romulan, Gorn, Tholian & ISC races. '99   | <a href="#">New</a>    | Bk  | 1.0     | Out Of Print   | <del>\$15.00</del>          | <b>\$12.50</b>                           |
| 134989 | <a href="#">Star Fleet Battles: SSD Book #4</a><br>Cover scuffed, otherws EX. ■ Book of more ship systems & designs, including 8 star bases on dbl sided 11x17" paper, with hit tables for stations, freighters, tugs, auxilieries. '83   | <a href="#">VeryGd</a> | Bk  | 0.4     | Out Of Print   | <del>\$9.00</del>           | <b>\$4.00</b>                            |
| 134993 | <a href="#">Starfire 2nd: Stars at War Kit</a><br>Increases thru use on cover. Minor moisture stains & warping to upper corner of first few pages. ■ Scenario kit for Starline covering all the engagements between 2205 - 2247 (including the 1st-3rd Interstellar Wars, Gorm-Khanate War). David Weber'93 | <a href="#">VeryGd</a> | Bk  | 0.9     | Out Of Print   | <del>\$13.00</del>          | <b>\$10.00</b>                           |
| 11836  | <a href="#">Warriors of Batak</a><br>Sci-fi btl between 2 diverse sides & weapon systems. '81   | <a href="#">New</a>    | zl  | 0.4     | Out Of Print   | <del>\$12.00</del>          | <b>\$5.00</b>                            |

## TCS Games (TCS)

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

|       |  |                     |    |     |              |                    |                |
|-------|--|---------------------|----|-----|--------------|--------------------|----------------|
| 74394 | <a href="#">I Obey!</a><br>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                          | <a href="#">New</a> | Fo | 0.3 | Out Of Print | <del>\$18.00</del> | <b>\$12.75</b> |
| 64947 | <a href="#">Montebello, First Step to Freedom</a><br>Last copy. ■ Small battle between the Franco-Piedmontese Army and the Austrian Army, May 1859, early in the 2nd Italian War of Independence. 500m/hex, 30min/turn. 70 color counters that must be mounted & cut apart, 11x17 color map. R.Chiavini'03 | <a href="#">New</a> | n  | 0.4 | Out Of Print | <del>\$14.00</del> | <b>\$11.00</b> |

## Third Millenia BATTLEFLAG (ThirdM)

|        |  |                      |    |     |              |                    |                |
|--------|--|----------------------|----|-----|--------------|--------------------|----------------|
| 103361 | <a href="#">Flying Tigers, 2nd</a><br>Update w/ some non-functional colorization of the earlier, Poultron Press edition of this game of large scale aerial combat (using Btl of Britain/Luftwaffe system) over Burma. This edition colorizes the map, die cuts the counters, and adds "army" and "navy" variant rules that increase the difficulty of a Japanese victory. Covers the air campaign between the advancing Japanese & the Flying Tigers in 1942. Somewhat abstracted in that a single large bombing raid "captures" a base permanently, representing advancing land forces. L.Zocchi'73 | <a href="#">Mint</a> | zl | 0.4 | Out Of Print | <del>\$19.00</del> | <b>\$15.00</b> |
|--------|--|----------------------|----|-----|--------------|--------------------|----------------|

## Trafalgar Editions (Trafal)

<http://www.trafalgareditions.com/en/>

|        |  |                     |           |     |              |                     |                 |
|--------|--|---------------------|-----------|-----|--------------|---------------------|-----------------|
| 132921 | <a href="#">Navios de Linea, Trafalgar 1805</a><br>Ships of the Line, Trafalgar 1805, in English. Spanish-made, Spanish-language board game; English-translated rules set available as PDF from publisher's website. Includes 60 plastic (PVC) miniature ships to simulate the key Napoleonic naval battle of Trafalgar, 1805, which ended the French naval threat to England. Also covers other, lesser engagements. Basic & advanced rules, with considerable decision-making about what tasks each ship is performing each turn. Includes 10 geomorphic sea map tiles, 3 die cut countersheets of markers, 17 British, 18 French & 15 Spanish ships. 15min/turn. Crisanto Lorente Conzalez'16 | <a href="#">New</a> | <b>BC</b> | 4.8 | Out Of Print | <del>\$129.00</del> | <b>\$119.00</b> |
|--------|--|---------------------|-----------|-----|--------------|---------------------|-----------------|

## TSR Games (TSR)

|        |   |                        |    |     |              |                    |                |
|--------|---|------------------------|----|-----|--------------|--------------------|----------------|
| 123539 | <a href="#">Britain, Battle over...</a><br>Counter tray removed. Rules provided as a photocopy. 1/2" tear on margin of British Airfield Display repaired. Some sml spots on box btm. Otherws complete, unpunched & mint. ■ 2 player, complex simulation of B of B, Aug-Spt '40. 3 gm lvls: 6 historic air btls; strat gm played in 5 day turns; & adv gm combining both & more. J Butterfield'83. | <a href="#">VeryGd</a> | BC | 1.8 | Out Of Print | <del>\$45.00</del> | <b>\$32.50</b> |
| 123017 | <a href="#">Counter Tray, TSR Style Bookcase Tray</a><br>Several sml cracks at 2 tray btm corners; basically cosmetic only. ■ TSR style bookcase counter tray, a 2pc design with a "locking" lid (that will pop open if jarred). Very similar to SPI design.  | <a href="#">VeryGd</a> | n  | 0.2 | Out Of Print | <del>\$2.50</del>  | <b>\$1.00</b>  |
| 88213  | <a href="#">Counter Tray, TSR Style Bookcase Tray</a><br>TSR style bookcase counter tray, a 2pc design with a "locking" lid (that will pop open if jarred). Very similar to SPI design.   | <a href="#">Excel</a>  | n  | 0.2 | Out Of Print | <del>\$3.00</del>  | <b>\$1.50</b>  |
| 102668 | <a href="#">Counter Tray, TSR Style Bookcase Tray</a><br>TSR style bookcase counter tray, a 2pc design with a "locking" lid (that will pop open if jarred). Very similar to SPI design.   | <a href="#">Mint</a>   | n  | 0.2 | Out Of Print | <del>\$3.50</del>  | <b>\$1.75</b>  |

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

| Part#   | Game Title & Edition ( & Issue# for Mags)             | Condtn  | Box       | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|---|---|---|-----------|---------|----------------|-----------------------------|--|
| 105734  | <a href="#">Singapore, Fall of Malaya #96 (w/Mag)</a> | <a href="#">Mint</a>  | n         | 1.0     | Out Of Print   | <del>\$35.00</del>          | <b>\$25.00</b>                           |
| <p>Rules separated. Very clean. ■ Mag &amp; Game. Game of the Japanese blitzkrieg down the Malayan Peninsula to Singapore and the latter's capture, Dec 1941-May 1942. Colorful map, 100 counters, yet a fairly wild game. 16mi/hex (3.4mi on Singapore map), 1wk/turn (56hrs on Singapore), rgt/brig level. C.Kamps'84 / ARTICLES ON: First Anglo-Argentine war, 1806; Return of the Battleship; Planning the Pacific War, to the Malay Barrier; Honing Gleam of Havoc, Analysis &amp; Strategy w/ Commitment optional rules; Berg's Review of games: Operation Konrad, Lawrence of Arabia #24, PWG Gazala, Barbarian Kingdom Empire; errata for Nordkapp #94, Red Sun Rising; Creative process in game design; Nordkapp #94 variants, strategy, new rules &amp; counter images.</p> |   |   |           |         |                |                             |  |
| 131322  | <a href="#">Strategy &amp; Tactics (TSR) Sp#4</a>     | <a href="#">VeryGd</a>  | n         | 0.5     | Out Of Print   | <del>\$2.50</del>           | <b>\$2.00</b>                            |
| <p>Some minor moisture warping to top of mag cover &amp; 1st page. Otherws EX. ■ Special Issue # 4. ARTICLES ON: Volunteers in Military Service by Nation in 1983; German Mobilization in WWII, Unclassified Units; Texas Revolution at Sea; Wars of the Triple Alliance; Development of the Armored Division in WWII; Electronic Warfare in the 20th Century; US Military Aid to the French in Veitnam, 1950-4; the French Reistance 1940-44; Drive on Stalingrad variant removing the historical restrictions imposed by Hitler; Berg's Review of Games: Napoleon's Italian Campaign, 8th Army Operation Crusader, Operation Badr, Druid.</p>   |   |   |           |         |                |                             |  |
| 72228   | <a href="#">Strategy &amp; Tactics (TSR) Sp#4</a>     | <a href="#">Excel</a>   | n         | 0.5     | Out Of Print   | <del>\$3.00</del>           | <b>\$2.50</b>                            |
| <p>1x3 Inventory label on cover. ■ Special Issue # 4. ARTICLES ON: Volunteers in Military Service by Nation in 1983; German Mobilization in WWII, Unclassified Units; Texas Revolution at Sea; Wars of the Triple Alliance; Development of the Armored Division in WWII; Electronic Warfare in the 20th Century; US Military Aid to the French in Veitnam, 1950-4; the French Reistance 1940-44; Drive on Stalingrad variant removing the historical restrictions imposed by Hitler; Berg's Review of Games: Napoleon's Italian Campaign, 8th Army Operation Crusader, Operation Badr, Druid.</p>   |   |   |           |         |                |                             |  |
| <b>Udo Grebe Game Design Co. (UGG)</b>  |   | <a href="http://www.UGG.de">http://www.UGG.de</a>   |           |         |                |                             |  |
| 122349  | <a href="#">Medieval Conspiracy</a>                   | <a href="#">New</a>   | <b>DC</b> | 3.9     |                | <del>\$50.00</del>          | <b>\$40.00</b>                           |
| <p>2-6 player card &amp; board game in which players are a noble family in Germany during the Middle Ages seeking to gain votes to be elected the new Holy Roman Emperor. Play is motivated by Action &amp; Event cards which players bid on or receive from the deck, and play as part of their turn. Cards can have numerous &amp; special affects, making each game unique. Board printed in German words &amp; script, but game components otherwise in English. Includes 161 cards, 352 blocks, mounted map. U.Grebe'16</p>  |   |   |           |         |                |                             |  |
| <b>Ulisses Spiele (Uliuss)</b>  |   |   |           |         |                |                             |  |
| 114622  | <a href="#">Dark Eye RPG Quick Start Promo Rules</a>  | <a href="#">New</a>   | n         | 0.2     | Out Of Print   | <del>\$1.00</del>           | <b>\$0.25</b>                            |
| <p>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</p>  |   |   |           |         |                |                             |  |
| <b>VAE VICTUS Magazine (VaeVic)</b>   |   | <a href="http://vaevictis.histoireetcollections.com/en/home.html">http://vaevictis.histoireetcollections.com/en/home.html</a> |           |         |                |                             |  |
| 128101  | <a href="#">Alamo 1836 #97 (w/Mag)</a>                | <a href="#">&lt;New</a>   | n         | 0.5     | Out Of Print   | <del>\$19.00</del>          | <b>\$17.50</b>                           |
| <p>Mag cover mildly scuffed, with a price tag. Otherws new ■ Mag &amp; Game. Solitaire game of the Mexican assault on the Alamo during the Texan succession from Mexico. Counters printed on thick stock and must be cut apart (&amp; optionally mounted) before play. French magazine with all elements printed in French; English rules may be available for download on the internet. '11</p>  |   |   |           |         |                |                             |  |
| 120057  | <a href="#">Armees Miniatures Hors # 3</a>            | <a href="#">&lt;New</a>   | n         | 0.8     | Out Of Print   | <del>\$7.00</del>           | <b>\$4.00</b>                            |
| <p>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</p>  |   |   |           |         |                |                             |  |
| 116775  | <a href="#">Bull Run #89 (w/Mag)</a>                  | <a href="#">Mint</a>  | n         | 0.8     | Out Of Print   | <del>\$20.00</del>          | <b>\$15.00</b>                           |
| <p>Mag + Game. w/68pg mag. Grand tactical game of the btl of 1st Bull Run, July 1861. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '09</p>   |   |   |           |         |                |                             |  |
| 125334  | <a href="#">Bull Run #89 (w/Mag)</a>                  | <a href="#">&lt;New</a>   | n         | 0.8     | Out Of Print   | <del>\$20.00</del>          | <b>\$18.00</b>                           |
| <p>Cover mildly scuffed; new in all other respects. ■ Mag + Game. w/68pg mag. Grand tactical game of the btl of 1st Bull Run, July 1861. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '09</p>  |   |   |           |         |                |                             |  |
| <b>VAE VICTUS Stand-Alone Ga (VaeVGm)</b>   |   | <a href="http://vaevictis.histoireetcollections.com/en/home.html">http://vaevictis.histoireetcollections.com/en/home.html</a> |           |         |                |                             |  |
| 128072  | <a href="#">Inkermann 1854</a>                        | <a href="#">New</a>   | Fo        | 0.6     | Out Of Print   | <del>\$32.00</del>          | <b>\$28.00</b>                           |
| <p>Game of the attempt by the Russians to break the Anglo-French siege of Sevastopol during the Crimean War, Nov. 1854. Attempting to launch a decisive, surprise attack on the heights dominating the British camp, the Brits fought with discipline and the Russians withdrew. Battle was often fought in very small groups in a wildly chaotic situation. 216 counters, 2 scenarios, 1 smallish map. Btl level, 45min/turn. English language rules. '13</p>  |   |   |           |         |                |                             |  |
| 129955  | <a href="#">Orages a L'Est [Storms in the East]</a>   | <a href="#">New</a>   | Fo        | 0.5     |                | <del>\$25.00</del>          | <b>\$22.50</b>                           |
| <p>French-produced game with both French &amp; English rules. Covers the Soviet offensives against two German Allied nations in 1944. In 1944, the Soviet 30th Guard Army attempted to knock out Finland via assault in the Tali-Ihantala area, including against the VKT fortified line. They made progress to the point of breaking thru, but were turned back by the last of the Axis reserves and armored forces. In Romania, the Soviets and the now-Soviet-allied Romanians attacked the Hungarian 2nd Army in Transylvania attempting to cross the Mures River &amp; force the Turda Pass. Backed by the German 23 Pzr, the Soviets eventually ceased their offensive. Rgt/div level, 4.5km/hex, 2days/turn, 216 counters, 7 scenarios. F.Coupeau'15</p>                       |   |   |           |         |                |                             |  |
| <b>Vento Nuovo Games (VenNuo)</b>   |   | <a href="http://www.VentoNuovo.net">http://www.VentoNuovo.net</a>   |           |         |                |                             |  |

## Great Games at Really GREAT Prices !

[www.FineGames.com/eoy\\_clear.htm](http://www.FineGames.com/eoy_clear.htm)Fine Games, 2078 Madrona St., North Bend, OR 97459-2143 USA. email: [MDean@FineGames.com](mailto:MDean@FineGames.com) ph. 541-756-4711 10am-9pm PST

| Part# | Game Title & Edition ( & Issue# for Mags) | Condtn | Box | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|-------|---|--------|-----|---------|----------------|-----------------------------|--|
|-------|---|--------|-----|---------|----------------|-----------------------------|--|

|        |  |       |           |     |              |                    |                |
|--------|--|-------|-----------|-----|--------------|--------------------|----------------|
| 103815 | <a href="#">Blocks in the West, the Western Campaign</a> | < New | <b>GB</b> | 3.9 | Out Of Print | <del>\$90.00</del> | <b>\$73.00</b> |
|--------|--|-------|-----------|-----|--------------|--------------------|----------------|

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

## Victory Point Games (VPG)

<http://www.VictoryPointGames.com>

|        |   |       |           |     |  |                    |                |
|--------|---|-------|-----------|-----|--|--------------------|----------------|
| 137478 | <a href="#">Dawn of the Zeds, Btl for Farmingdl 4th</a> | < New | <b>FB</b> | 4.8 |  | <del>\$89.00</del> | <b>\$79.00</b> |
|--------|---|-------|-----------|-----|--|--------------------|----------------|

Slightest of corner dings to one corner; basically just rounded it off. Otherws new & shrinkwrapped. ■ Reprinted 3rd edition packaged in a new flat box (making it 4th edition, contrary to what the box says) of this 1-5 player game of zombie horror & survival. You must organize a defense of your isolated corner of the world, and hold out until a national guard relief force fights its way thru to you. Fight off the zombies while protecting the remaining living inhabitants of the town of Farmingdale. You must also prevent so much destruction that the government collapses, ending any hope of rescue. 4th edition in flat box includes 200 cards, 3 countersheets, cooperative play, head-to-head 2 player play, quick learning version. Hermann Luttmann'19

## Wargames Research Group (WRG)

|        |   |     |    |     |              |                    |                |
|--------|---|-----|----|-----|--------------|--------------------|----------------|
| 132161 | <a href="#">Armour &amp; Infantry 1925-50 Wargame Rules</a> | New | Bk | 0.4 | Out Of Print | <del>\$29.00</del> | <b>\$20.00</b> |
|--------|---|-----|----|-----|--------------|--------------------|----------------|

Minis rules for company-level infantry & vehicle-level AFV combat in the mid-20th century. Suitable to 1/72 - 1/300 scale, with 1 mini=1man or vehicle, 1"=up to 100m, 30sec/turn. This is an updated 2nd ed version of the rules. '75

## Wiz Kids LLC (WizKid)

|        |  |     |   |     |              |                   |               |
|--------|--|-----|---|-----|--------------|-------------------|---------------|
| 124704 | <a href="#">Star Trek Frontiers Promo Card</a> | New | n | 0.1 | Out Of Print | <del>\$1.00</del> | <b>\$0.25</b> |
|--------|--|-----|---|-----|--------------|-------------------|---------------|

2 card set with Valais Durant & Blessing of khepri. ■ 2 card set with Valais Durant & Blessing of khepri.

## Wizards of the Coast (Wizard)

<http://www.wizards.com>

|       |   |     |   |     |              |                   |               |
|-------|---|-----|---|-----|--------------|-------------------|---------------|
| 94730 | <a href="#">Dungeons &amp; Dragons Fortune CCG: BOOSTER</a> | New | n | 0.1 | Out Of Print | <del>\$2.00</del> | <b>\$0.25</b> |
|-------|---|-----|---|-----|--------------|-------------------|---------------|

One Shadow Over Nentyr Vale 8-card booster pack for this CCG.

|       |  |     |   |     |              |                   |               |
|-------|--|-----|---|-----|--------------|-------------------|---------------|
| 79714 | <a href="#">Magic, the Gathering 8th Demo the BestPC</a> | New | n | 0.3 | Out Of Print | <del>\$0.25</del> | <b>\$0.10</b> |
|-------|--|-----|---|-----|--------------|-------------------|---------------|

Demo software for Windows. ■ PC CD-ROM. Software designed to demo the MtG 8th edition game. Allows interactive play over the internet.

## World Forge Private Ltd (WFG)

|        |   |     |           |     |  |                    |                |
|--------|---|-----|-----------|-----|--|--------------------|----------------|
| 137190 | <a href="#">Field Command, Singapore 1942</a> | New | <b>GB</b> | 4.4 |  | <del>\$65.00</del> | <b>\$45.00</b> |
|--------|---|-----|-----------|-----|--|--------------------|----------------|

Large game including cards, plastic minis & 3 players to recreate the battle for Singapore island in multiple scenarios including an Allied reconquest. Board is an area-move coverage of the fortified island including coastal defenses. Players play Brit, Aussie & Japanese forces. Minis are historically accurate depictions. '10

## Worldwide Wargamer (3W) (WWW)

|        |                               |     |    |     |              |                    |                |
|--------|-------------------------------|-----|----|-----|--------------|--------------------|----------------|
| 134148 | <a href="#">American Aces</a> | New | HC | 1.0 | Out Of Print | <del>\$27.00</del> | <b>\$24.00</b> |
|--------|-------------------------------|-----|----|-----|--------------|--------------------|----------------|

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

|        |                            |      |    |     |              |                    |                |
|--------|----------------------------|------|----|-----|--------------|--------------------|----------------|
| 129713 | <a href="#">Barbarians</a> | Good | BC | 2.0 | Out Of Print | <del>\$30.00</del> | <b>\$22.50</b> |
|--------|----------------------------|------|----|-----|--------------|--------------------|----------------|

Substantially complete & 10% punched; missing 27 units, ID included. Box dinged on 2 corners; 2 corners reinforced/repared with clear packing tape. ■ Strategic lvi gm of combat on the Roman frontiers between 70BC-260AD. Medium complexity, w/ 32 scenarios & 1000 counters. Simple but huge game using Caesar's Legions system. K.Poulter'95

|       |                                |      |    |     |  |                    |                |
|-------|--------------------------------|------|----|-----|--|--------------------|----------------|
| 88527 | <a href="#">Crimean Shield</a> | Mint | HC | 1.4 |  | <del>\$26.00</del> | <b>\$19.00</b> |
|-------|--------------------------------|------|----|-----|--|--------------------|----------------|

Detailed 1-2 player gm of the see-saw btls for the Crimea thruout WW2. 8 scenarios, btln-div lvi, w/ emphasis on command & supply. 8 scenarios. M.Yamazaki'94

|        |                             |        |    |     |              |                    |                |
|--------|-----------------------------|--------|----|-----|--------------|--------------------|----------------|
| 128161 | <a href="#">Desert Rats</a> | VeryGd | BC | 0.5 | Out Of Print | <del>\$20.00</del> | <b>\$15.00</b> |
|--------|-----------------------------|--------|----|-----|--------------|--------------------|----------------|

Complete. Penciled annotation in margin of rules. Box worn & concaved, with tape reinforcements to all corners, 2 mars on box cover. Generic box btm yellowed. ■ Operational level, btln/rgt/brig/div level game of all of the war in Libya & Egypt, Dec 1940 thru Dec 1942. Allows players to select any of several start & stop days, allowing widely varying game length & also varying victory conditions. One of the most sophisticated early 3W games produced. 1mo/turn, 8mi/hex, 2 maps, 182 counters. Jim Hind'78

|       |  |       |   |     |              |                   |               |
|-------|--|-------|---|-----|--------------|-------------------|---------------|
| 77324 | <a href="#">Hitler's Last Gamble ERRATA [6/90]</a> | Excel | n | 0.2 | Out Of Print | <del>\$3.00</del> | <b>\$1.00</b> |
|-------|--|-------|---|-----|--------------|-------------------|---------------|

6/90 version. 20pgs of extensive rules revisions & clarification by dedicated designer. Intended as draft for 2nd ed rules that 3W never bothered to publish. This version is very similar to earlier 3/90 version. '90

| Part#  | Game Title & Edition ( & Issue# for Mags)   | Condtn                 | Box | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|--------|---|------------------------|-----|---------|----------------|-----------------------------|--|
| 88520  | <a href="#">Ironsides, the English Civil War</a>  | <a href="#">Mint</a>   | BC  | 1.4     | Out Of Print   | <del>\$40.00</del>          | <b>\$29.00</b>                           |
|        | Strategic lvi gm of the entire English Civil War, 1642-9 thruout England, Scotland & Ireland. Includes 3 scenarios (Irish Rebellion, Edgehill Campaign, Scottish Campaign), plus campaign gm. A game with strong allure & potential that fails due to negligent development (if any) at 3W. R.Markham'94                  |                        |     |         |                |                             |  |
| 130843 | <a href="#">Raid on Richmond</a>  | <a href="#">VeryGd</a> | HC  | 0.8     | Out Of Print   | <del>\$18.00</del>          | <b>\$10.00</b>                           |
|        | Missing 1 prisoner unit, ID included. Otherws complete & clean. ■ Modest complexity gm of Kilpatrick's abortive cav raid on Richmond, Feb 1864. If he hadn't lost his nerve, what damage could he do... '91   |                        |     |         |                |                             |  |
| 125099 | <a href="#">Spires of the Kremlin</a>   | <a href="#">Mint</a>   | BC  | 2.4     | Out Of Print   | <del>\$50.00</del>          | <b>\$32.50</b>                           |
|        | Very clean. ■ V.Lrg, op lvi gm of Op Typhoon and the Soviet counteroffensive thru Jan'42. 3 maps, 1000 units. Modifies & upgrades Blitz in South system w/ much unit differentiation, cleaned up seq of play & air/supply rules. Intended to mate w/subsequently published gms. 16 scenarios of various sizes. J.Youst'96 |                        |     |         |                |                             |  |
| 104072 | <a href="#">Tahiti, Clan Warfare in Polynesia 759AD</a>   | <a href="#">Excel</a>  | BC  | 1.0     |                | <del>\$24.00</del>          | <b>\$18.00</b>                           |
|        | Complete. 2" crease on box top & btm. ■ Simple game of tribal rivalry for 1-4 players w/ all the tools of island warfare. A beer & pretzel (or okolehau & poi) game with a solid foundation. 2wks/turn, about 6mi/hex, 234 countersK.McPartland'94  |                        |     |         |                |                             |  |
| 114820 | <a href="#">Tide of Fortune</a>   | <a href="#">New</a>    | HC  | 1.2     | Out Of Print   | <del>\$25.00</del>          | <b>\$22.50</b>                           |
|        | Covers Allied dilemma as they approach Dutch-German border, Spt'44. 2 scenarios: Btl for Antwerp (4 Spt) & Market-Garden (17 Spt). Uses WestWar system from Italian Campaign & Pas de Calais. J.Schettler'93  |                        |     |         |                |                             |  |

### Worthington Games (Worthi)

<http://www.worthingtongames.com>

|        |  |                     |           |     |              |                    |                |
|--------|--|---------------------|-----------|-----|--------------|--------------------|----------------|
| 129693 | <a href="#">Band of Brothers, Texas Arrows KIT</a>   | <a href="#">New</a> | BC        | 1.9 |              | <del>\$33.00</del> | <b>\$29.00</b> |
|        | Kit requiring either the Screaming Eagles or Ghost Panzer 2nd games to play. Provides 6 scenarios for each of the base games (12 total) that follow the unit as it lands at Salerno & fights its way thru Italy, France & into Germany. Also includes a full countersheet providing the US 36th Texas Arrows Infantry division and also 2 new boards (1 mounted, 1 cardstock). Also provides an upgrade kit for owners of 1st ed Screaming Eagles with 2 card stock boards & 2 countersheets & new series rules. '16 |                     |           |     |              |                    |                |
| 127291 | <a href="#">Jackson &amp; Sheridan, the Valley Campaigns</a>   | <a href="#">New</a> | BC        | 1.2 |              | <del>\$46.00</del> | <b>\$42.50</b> |
|        | 3rd in the Blue & Gray Campaign game series which uses blocks for partial hidden movement & simplicity. Covers the 1862 & 1864 campaigns in the Shenandoah Valley & central Virginia as the Union contests Confederate control of this key source of food for the Confederacy. '16   |                     |           |     |              |                    |                |
| 106734 | <a href="#">Naval War of 1812</a>  | <a href="#">New</a> | BC        | 1.9 |              | <del>\$49.00</del> | <b>\$42.50</b> |
|        | Limited printing of 812 copies. Fast playing game focuses on tactical naval combat between the US & Britain during the War of 1812. The American's hunts down British merchant ships while the Brits seeks out both US merchants & warships. Includes mounted board, plastic ship minis & ship manuever cards. '12   |                     |           |     |              |                    |                |
| 117098 | <a href="#">New York 1776, the New York Campaign</a>   | <a href="#">New</a> | BC        | 1.2 | Out Of Print | <del>\$49.00</del> | <b>\$42.50</b> |
|        | Block-style, strategic/operational level game with tactical level battle resolution covering the British campaign to secure New York during 1776, early in the American Revolution. This campaign included the largest number of troops of the war, and involved a series of British amphibious landings aimed at trapping the American army. Both sides have ambitious victory conditions, making it a tough contest for both. M. & G. Wylie'14   |                     |           |     |              |                    |                |
| 117092 | <a href="#">Trenton 1776</a>   | <a href="#">New</a> | BC        | 1.2 | Out Of Print | <del>\$45.00</del> | <b>\$30.00</b> |
|        | 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   |                     |           |     |              |                    |                |
| 117101 | <a href="#">Wilderness Empires</a>   | <a href="#">New</a> | <b>FB</b> | 4.2 |              | <del>\$49.00</del> | <b>\$35.00</b> |
|        | Block style, point-point move, strategic level game of the French & Indian War, as the allied French & Native American tribes resist English incursions into the sprawling French territory surrounding the Great Lakes. 2-4 players & playable solitaire. Includes nicely illustrated event cards. B.Molyneaux'15   |                     |           |     |              |                    |                |

### WWW Schwerpunkt Mag (WWW SP)

|        |   |                      |   |     |              |                   |               |
|--------|---|----------------------|---|-----|--------------|-------------------|---------------|
| 125100 | <a href="#">Schwerpunkt Magazine #1 (w/Mag)</a>   | <a href="#">Mint</a> | n | 0.4 | Out Of Print | <del>\$2.50</del> | <b>\$1.00</b> |
|        | 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 |                      |   |     |              |                   |               |

### WWW Strategy & Tactics (WWWS T)

|       |   |                      |   |     |              |                    |                |
|-------|---|----------------------|---|-----|--------------|--------------------|----------------|
| 91677 | <a href="#">Baton Rouge #133 (w/Mag)</a>  | <a href="#">Mint</a> | n | 0.8 | Out Of Print | <del>\$19.00</del> | <b>\$12.00</b> |
|       | Rules separated & stapled at spine. Unpunched. ■ Mag & Game. Game of the Confederate attempt to recapture Baton Rouge, Aug 1862, via urban fighting using GBACW system. The city is defended by a Union brigade, and the Confeds are supported by a gunboat. 100 counters, 110yd/hex, 45min/turn. R.Berg'90. / ARTICLES ON: Comparison of German & Soviet Infantry Units in WWII; Enlistment Obligations in Europe 1930; the Original Armageddon; the Diffusion of Seapower, 1895-1905; The Mississippi & Baton Rouge in the Summer of 1862; How Iran Lost & Iraq Won the Gulf War 1980-88; CSS Arkansas, Scourge of the Mississippi. |                      |   |     |              |                    |                |
| 36639 | <a href="#">Campaigns in the Valley #123 (w/Mag)</a>  | <a href="#">Mint</a> | n | 0.8 | Out Of Print | <del>\$16.00</del> | <b>\$7.50</b>  |
|       | Mag & Game. Includes variant counters for Indian Mutiny (1), End Iron Dream (16), House Divided leaders variant (12). Operational level, 2 scenario game depicting the 1862 & 1864 campaigns in the 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.  |                      |   |     |              |                    |                |



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|---|--|-----------------------|-----|---------|----------------|-----------------------------|--|
| 105737  | <a href="#">Eckmuhl, Battle of... #114 (w/Mag)</a>           | <a href="#">Mint</a>  | n   | 0.8     | Out Of Print   | <del>\$15.00</del>          | <b>\$7.50</b>                            |
| <p>Rules separated. Otherws unpunched, unplayed, clean. ■ Mag &amp; Game. One of a pair of mating games of battles between French &amp; Austrians, Apr1 1809. Eckmuhl occurred 2 days after &amp; north of Abensberg, as Napoleon attempts to trap the defeated, retreating Austrian army. 600yd/hex, rgt lvl, uses the Napoleon at Austerlitz system. Campaign rules to link 2 games in S&amp;T115. K.Poulter'87 / ARTICLES ON: Pancho Villa's Movie Deal; Ratios Among the Arms in 1914; Defoliants Against Japan 1944-5; Daumesnil, Napoleon's Guardian Angel; Active Military Forces 1987; Clash on the Danube, Apr 1809, pt 2: Eckmuhl; AirLand Battle Doctrine; ERRATA for Korea #111 &amp; Abensburg #113.</p> |  |                       |     |         |                |                             |  |
| 134307  | <a href="#">Men At Arms #137 (w/Mag)</a>                     | <a href="#">Good</a>  | n   | 0.8     | Out Of Print   | <del>\$19.00</del>          | <b>\$9.00</b>                            |
| <p>Missing 9 units; ID included. Mostly strip-punched. Dog ear &amp; price tg on mag cover. Several tears to one map repaired with tape. ■ Mag &amp; Game. Disappointing 1990 update of SPI's pre-gunpowder tactical games, 1200BC-1500AD, in 32 scenarios, by two of SPI's earliest &amp; main men. 200 counters. J.Dunnigan &amp; A.Nofi'90 / ARTICLES ON: VD &amp; Military Non-Effectiveness; Siege of Odessa 1941; Tactical Combat 1200BC-1500AD.</p>  |  |                       |     |         |                |                             |  |
| 92766   | <a href="#">Patton Goes to War #112 (w/Mag)</a>              | <a href="#">Excel</a> | n   | 0.8     | Out Of Print   | <del>\$24.00</del>          | <b>\$10.00</b>                           |
| <p>Mag &amp; Game. US offensive in s. Tunisia, Mar-Apr 43, led by Patton using the BtIs of NAfrica game system. Co/btln/rgt level, 2mi/hex, 12hrs/turn, 200 counters. V.von Borries'87 / ARTICLES ON: Interview with Rodger MacGowan, Keith Poulter &amp; Alan Emrich; German Occupation Forces in WW2; Chinese Revolution 1945-9; Breakthru to the Coast, US II Corp at El Guettar &amp; 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 &amp; addtl scenario for Target Libya #107; ERRATA for Terrible Swift Swords 2nd (3pgs). '87</p>  |  |                       |     |         |                |                             |  |
| 117317  | <a href="#">Patton Goes to War #112 (w/Mag)</a>              | <a href="#">Mint</a>  | n   | 0.8     | Out Of Print   | <del>\$29.00</del>          | <b>\$20.00</b>                           |
| <p>Mag &amp; Game. US offensive in s. Tunisia, Mar-Apr 43, led by Patton using the BtIs of NAfrica game system. Co/btln/rgt level, 2mi/hex, 12hrs/turn, 200 counters. V.von Borries'87 / ARTICLES ON: Interview with Rodger MacGowan, Keith Poulter &amp; Alan Emrich; German Occupation Forces in WW2; Chinese Revolution 1945-9; Breakthru to the Coast, US II Corp at El Guettar &amp; 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 &amp; addtl scenario for Target Libya #107; ERRATA for Terrible Swift Swords 2nd (3pgs). '87</p>  |  |                       |     |         |                |                             |  |
| <b>WWW Wargamer Magazine (WWWmag)</b>   |  |                       |     |         |                |                             |  |
| 117304  | <a href="#">China Incident #37 (w/Mag)</a>                   | <a href="#">Mint</a>  | n   | 0.8     | Out Of Print   | <del>\$24.00</del>          | <b>\$19.00</b>                           |
| <p>Mag &amp; Game. Div/corp/army lvl gm of the war in China before Allied entry in war, 1937-41. Japanese fight the Nationalist Chinese, while the Nationalists must limit the growth of Communist Chinese as well. One of just a very few games on the war in China in WW2, plus its a decent game! 200 counters. L.Cochran'85 / ARTICLES ON: the Generalissimo's War in China; review of WEG's Killer Angels; Clash of Steel #31 replay; review of WEG's Druid; errata for Lutzen #32; brief reviews of The Royal Navy, TSR's The Adventuruses of Indian Jones. Keith Poulter interviews Wallace Poulter, his son.</p>  |  |                       |     |         |                |                             |  |
| 46347   | <a href="#">China Incident #37 (w/Mag)</a>                   | <a href="#">New</a>   | n   | 0.8     | Out Of Print   | <del>\$25.00</del>          | <b>\$20.00</b>                           |
| <p>Mag &amp; Game. Div/corp/army lvl gm of the war in China before Allied entry in war, 1937-41. Japanese fight the Nationalist Chinese, while the Nationalists must limit the growth of Communist Chinese as well. One of just a very few games on the war in China in WW2, plus its a decent game! 200 counters. L.Cochran'85 / ARTICLES ON: the Generalissimo's War in China; review of WEG's Killer Angels; Clash of Steel #31 replay; review of WEG's Druid; errata for Lutzen #32; brief reviews of The Royal Navy, TSR's The Adventuruses of Indian Jones. Keith Poulter interviews Wallace Poulter, his son.</p>  |  |                       |     |         |                |                             |  |
| 98821   | <a href="#">Clash of Empires, 1914 #58 (w/Mag)</a>           | <a href="#">Mint</a>  | n   | 0.5     | Out Of Print   | <del>\$22.00</del>          | <b>\$20.00</b>                           |
| <p>Mag &amp; Game. Corp lvl game of the opening campaign of WW1 in the West using point-point &amp; hidden movement, Aug-Nov 1914. 200 counters, 3days/turn. K.Anderson'86 / ARTICLES ON: The Siege of Malta in history &amp; in the #50 game; errata for Struggle for Stalingrad #47, Condottieri #54; Variant for VG's Vietnam providing a b&amp;w map (in pages of mag) &amp; rules for US/ARVN blockade of the Ho Chi Minh trail in Laos; brief reviews of Delta Force, Rolling Thunder.</p>  |  |                       |     |         |                |                             |  |
| 134304  | <a href="#">Clash of Steel #31 (w/Mag)</a>                   | <a href="#">Mint</a>  | n   | 0.5     | Out Of Print   | <del>\$10.00</del>          | <b>\$5.00</b>                            |
| <p>Mag &amp; Game. Corp/army-lvl game of the entire War in the East during WWII. Uses a double-blind game system played on 2 identical maps. Includes solitaire rules. A well-designed game by an East Frong guru, but the dbl-blind idea never took off. 200 counter, 1mo/turn. K.Poulter, L.Coatney'84 / ARTICLES ON: Clash of Steel analysis of the limit intelligence system w/ examples of play; Clash of Steel Strategic Options &amp; variant scenarios; review of GDW's Assault 1st; review of TSR Gleam of Bayonets; brief reviews of SIMCAN Ortona, TSR Air War 2nd RPG Recon, Johnny Reb, Alert Force, MMM Charge to Glory.</p>  |  |                       |     |         |                |                             |  |
| 12336   | <a href="#">Clash of Steel #31 (w/Mag)</a>                   | <a href="#">New</a>   | n   | 0.5     | Out Of Print   | <del>\$12.00</del>          | <b>\$8.00</b>                            |
| <p>Mag &amp; Game. Corp/army-lvl game of the entire War in the East during WWII. Uses a double-blind game system played on 2 identical maps. Includes solitaire rules. A well-designed game by an East Frong guru, but the dbl-blind idea never took off. 200 counter, 1mo/turn. K.Poulter, L.Coatney'84 / ARTICLES ON: Clash of Steel analysis of the limit intelligence system w/ examples of play; Clash of Steel Strategic Options &amp; variant scenarios; review of GDW's Assault 1st; review of TSR Gleam of Bayonets; brief reviews of SIMCAN Ortona, TSR Air War 2nd RPG Recon, Johnny Reb, Alert Force, MMM Charge to Glory.</p>  |  |                       |     |         |                |                             |  |
| 98823   | <a href="#">Fallen Eagle, Battle of Khe Sanh #62 (w/Mag)</a> | <a href="#">Mint</a>  | n   | 0.5     | Out Of Print   | <del>\$25.00</del>          | <b>\$15.00</b>                           |
| <p>Cherry. ■ Mag &amp; Game. Last Wargamer V.1 (3W) issue. Bitter btl for Khe Sahn, a forward firebase northern S.Vietnam, that proved to be a diversion preceding attack on Hue, Jan-Mar 1968. Co/pltn level, 460yd/hex. P.Moore'87 / ARTICLES ON: Khe Sanh, study in confusion; Russian Front variant; RSS's Carrier Battles review, errata &amp; optional rules; tactics in WEG Tank Leader East Front.</p>  |  |                       |     |         |                |                             |  |
| 67912   | <a href="#">Glory Road #52 (w/Mag)</a>                       | <a href="#">Mint</a>  | n   | 0.5     | Out Of Print   | <del>\$10.00</del>          | <b>\$6.00</b>                            |
| <p>Cherry. ■ Mag &amp; Game. Regt level game of the battle of the First Bull Run, July'61. First in 3W's abortive North &amp; 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 &amp; 1st Bull Run; Review of ASL &amp; Beyond Valor; review of WEG's Imperium Romanum II with a 36th sceanrio; review of TSR's Julius Caesar.</p>  |  |                       |     |         |                |                             |  |

| Part# | Game Title & Edition ( & Issue# for Mags)   | Condtn               | Box | Lbs Wgt | Out of Print ? | Our Normal Cash-Basis Price | Clearance Sale Price Thru Noon 12/7/2019 |
|-------|---|----------------------|-----|---------|----------------|-----------------------------|--|
| 13818 | <a href="#">MacArthur, Road to Bataan #44 (w/Mag)</a>   | <a href="#">New</a>  | n   | 0.7     | Out Of Print   | <del>\$15.00</del>          | <b>\$10.00</b>                           |
|       | Mag & Game. Btl/rgt lvl gm of Jap. invasion of Luzon, Phillipines, Winter 1941. Sml Jap. force must sieze control of a large island with its key facilities intact from an ill-equipped but larger garrison. Garish map! 300 counters, 4days/turn, co/btl/regt level. J.Green'85 / ARTICLES ON: A Tale of Two War Plans: The US & Japan in the Philippines; strategy in Port Stanley #28; review of VG Pax Britannica; strategy for End of the Iron Dream #42; brief reviews of: GDW Arctic Front, VG Sixth Fleet; Origins '85.   |                      |     |         |                |                             |  |
| 66836 | <a href="#">Napoleon at Lutzen #32 (GameOnly)</a>   | <a href="#">Mint</a> | n   | 0.4     | Out Of Print   | <del>\$15.00</del>          | <b>\$9.00</b>                            |
|       | GameOnly. ■ GameOnly. First of the major battles of 1813 in central Germany, Russian & Prussian forces attack the French flanks in May. Brigade level, 30min/turn, 0.25mi/hex, 200 counters. McWilliams'84 / ARTICLES ON: background on the battle of Lutzen, 1813; reviews of VG's Hell's Hiway & ATTACTIX's Arnhem Bridge; review of Rommel in the Desert; review of brigade level Am Civil War games; brief reviews of SPI's Blue & Gray' TSR's Nordkapp, Fantasy Lords, Slammers, TSR's Soldiers of the Queen, TSR's Firefight.   |                      |     |         |                |                             |  |
| 98404 | <a href="#">Peter the Great #27 (w/Mag)</a>   | <a href="#">Mint</a> | n   | 0.5     | Out Of Print   | <del>\$16.00</del>          | <b>\$10.00</b>                           |
|       | Unpunched but missing 2 units; color photocopy of countersheet included. Lrg lite stain on margin of map. Sun discoloration to one map seam. Mag back cover dog-eared & scuffed. Otherws mint/unpunched/unused. ■ Mag & Game. Grand tactical game of the battle of Poltava, 1709, that marked the rise of Russia and ended Swedish king Charles XII invasion of Russia. 160m/hex, 45min/turn. P.Englund'83 (Lesjenka addon for this game printed in issue #30 with essential errata in #35.). / ARTICLES ON: Historical Background to Peter the Great; review of SIMCAN's With Fire & Sword & PWG Cossack's Are Coming 1st, VG's NATO, YAQ's Red Storm, QTRDCK's Destroyer Captain (with 2 addtl scenarios; brief reviews of Falklands or Malvinas, SIMCAN's La Regia Marina, GDW's Western Desert, CENT Gela Beachhead, WEG's Chickamauga, COLUMG Rommel in the Desert, FLYBUF's Beserker. |                      |     |         |                |                             |  |
| 98812 | <a href="#">Red Baron #48 (w/Mag)</a>   | <a href="#">Mint</a> | n   | 0.5     | Out Of Print   | <del>\$14.00</del>          | <b>\$9.00</b>                            |
|       | Cherry. ■ Mag & Game. Elaboration on earlier Aces Hi system depicting air-air combat during all of World War I, 1914-8. Uses a simultaneous movement system. 48 aircraft represented. J.Hind'85 / ARTICLES ON: the early use of aircraft for military purposes; reviw of PANTHER's Trial of Strength.   |                      |     |         |                |                             |  |
| 13948 | <a href="#">Struggle for Stalingrad #47 (w/Mag)</a>   | <a href="#">New</a>  | n   | 0.5     | Out Of Print   | <del>\$20.00</del>          | <b>\$12.50</b>                           |
|       | Mag & Game. Sml, div lvl, area move game of the German attempt to capture Stalingrad, Spt-Nov'42, while the Soviets cling to the rubble until the tide turns with their Uranus offensive. 6days/turn. C.Baslund'85 / ARTICLES ON: Struggle for Stalingrad designer's notes; review of Aces Hi; review of TSR's Cobra; Turn One of GDW's House Divided; replay of TFG's Battlewagon, TSR's Monty's D-Day, WEG's Air Cav.   |                      |     |         |                |                             |  |
| 98808 | <a href="#">Wellington v. Massena #43 (w/Mag)</a>   | <a href="#">Mint</a> | n   | 0.5     | Out Of Print   | <del>\$10.00</del>          | <b>\$5.00</b>                            |
|       | Upper spine mildly dinged creating some minor ripples. CRT published as an afterthought on separate paper; it is folded & creased. Unpunched & unplayed. ■ Mag & Game. Grand tactical game of the btl of Fuentes de Onoro, the French attempt to lift Wellington's siege of Almeida, Portugal, May 1811. 480m/hex, 1hr/turn, 100 counters. P.Dangel'85 / ARTICLES ON: Welling v Massena at Fuentes D'Onoro; Operation Battleaxe in Hellfire Pass #39; review of SIMCAN's Lebensraum; playing the Roman's in Hell Hath No Fury #38; brief reviews of Pax Britannica, Baltic 1985; one gamer's perspective on Origin awards; extensive Holy Roman Empire #33 errata.  |                      |     |         |                |                             |  |
| 12569 | <a href="#">Wellington v. Massena #43 (w/Mag)</a>   | <a href="#">New</a>  | n   | 0.5     | Out Of Print   | <del>\$12.00</del>          | <b>\$7.50</b>                            |
|       | Mag & Game. Grand tactical game of the btl of Fuentes de Onoro, the French attempt to lift Wellington's siege of Almeida, Portugal, May 1811. 480m/hex, 1hr/turn, 100 counters. P.Dangel'85 / ARTICLES ON: Welling v Massena at Fuentes D'Onoro; Operation Battleaxe in Hellfire Pass #39; review of SIMCAN's Lebensraum; playing the Roman's in Hell Hath No Fury #38; brief reviews of Pax Britannica, Baltic 1985; one gamer's perspective on Origin awards; extensive Holy Roman Empire #33 errata.   |                      |     |         |                |                             |  |
| 98829 | <a href="#">West Wall #35 (w/Mag)</a>   | <a href="#">Mint</a> | n   | 0.5     | Out Of Print   | <del>\$13.00</del>          | <b>\$5.00</b>                            |
|       | Partial, vertical crease on mag cover (not a full crease). ■ 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.  |                      |     |         |                |                             |  |
| 12370 | <a href="#">West Wall #35 (w/Mag)</a>   | <a href="#">New</a>  | n   | 0.5     | Out Of Print   | <del>\$14.00</del>          | <b>\$9.00</b>                            |
|       | Mag & Game. Small, double-blind game of the Allied drive into Germany until its defeat, Spt'44 - Apr'45. Covers the entire German frontier and central Germany. Corp level. Map is functional but drab. 1/2mo/turn. T Bomba'84 / ARTICLES ON: Breaching the Westwall historical article plus designer's notes; review of games on the battle of The Wilderness, 1864; new scenarios for QTRDCK's Royal Navy; Lutzen 1813 #32; strategy in Lawrence of Arabia #24; review of two GDW double blind games: Normandy Campaign & 8th Army; brief reviews of Rolling Thunder, Killer Angels; errata for Nap at Lutzen #32, Khyber Rifles #34 & critical errata for Lesnaja variant for Peter the Great #27.   |                      |     |         |                |                             |  |

## Wyrd Miniatures Llc (WYR)

|        |  |                     |   |     |              |                   |               |
|--------|--|---------------------|---|-----|--------------|-------------------|---------------|
| 109215 | <a href="#">Malifaux: Witchling Stalker Miniature</a>  | <a href="#">New</a> | n | 0.2 | Out Of Print | <del>\$2.00</del> | <b>\$0.50</b> |
|        | Single plastic miniature of the Witchling Stalker. Originally distributed as a promotional item. '13 |                     |   |     |              |                   |               |

## XTR: Command Magazine (XTRCmd)

|        |  |                      |   |     |              |                    |                |
|--------|--|----------------------|---|-----|--------------|--------------------|----------------|
| 105445 | <a href="#">Blitzkrieg '41, Barbarossa Campaign # 1 (w/Mag)</a>  | <a href="#">Mint</a> | n | 0.8 | Out Of Print | <del>\$39.00</del> | <b>\$25.00</b> |
|        | Rules separated. Very clean. ■ Mag & Game. Strategic level game of the first 9 months of the war in the USSR in World War II. Uses same game system as Tigers Are Burning & Sunrise of Victory. Good game: simpler, fast playing yet with a reasonable amount of nuances. 45mi/hex, monthly turns, corp/army level, 200 counters. T.Bomba'89 / ARTICLES ON: the Cost of the Iran-Iraq War; Barbarossa: Misconceptions, Half-Truths, Lies & Savagery, the Big Issues; Eagle & the Bear, the Russo-Polish War of 1920; The Luftwaffe in Spain; Soviet Defensive Techniques for Blitzkrieg '41. |                      |   |     |              |                    |                |
| 86015  | <a href="#">Command Magazine #48</a>   | <a href="#">New</a>  | n | 0.5 | Out Of Print | <del>\$7.00</del>  | <b>\$2.50</b>  |
|        | Mag only; no rules. ARTICLES ON: Bougainville's rebellion in the late 1990s; Notes from the interrogation of a Viet Cong lieutenant; Canadian view of the War of 1812; Rise & Fall of Medieval Heavy Cavalry, pt 1, and Pistol-armed Cavalry, pt 2; an alternate history where the Axis win WWII - Tomorrow the World's historical basis; Five years in the French Foreign Legion 1988-93; the Pueblo Revolt, Indian uprising in New Mexico 1680; America's Militia heritage. '98  |                      |   |     |              |                    |                |

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|---|---|-----------------------|-----------|---------|----------------|-----------------------------|--|
| 55045   | <a href="#">End of the Empire #46 (GameOnly)</a>                | <a href="#">New</a>   | n         | 0.5     | Out Of Print   | <del>\$12.50</del>          | <b>\$5.00</b>                            |
| GameOnly. 2 map, 560 counter game of the French & Indian War as well as the American Revolution from Nova Scotia to New Orleans. 9 scenarios including an intro, 1 covering the French & Indian War of 1759, and 7 yearly or campaign scenarios for the Am Rev. Mag includes Command index thru this issue. W.Marsh'97  |   |                       |           |         |                |                             |  |
| 55097   | <a href="#">Fire Next Time / WarMaster III #51 (GameOnly)</a>   | <a href="#">New</a>   | n         | 0.5     | Out Of Print   | <del>\$10.00</del>          | <b>\$5.00</b>                            |
| 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   |   |                       |           |         |                |                             |  |
| 53052   | <a href="#">Fire Next Time / WarMaster III #51 (w/Mag)</a>      | <a href="#">New</a>   | n         | 0.8     | Out Of Print   | <del>\$19.00</del>          | <b>\$13.00</b>                           |
| Mag + Game. Magazine with game. 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. 112 counters. T.Bomba'99 / Warmaster continues the series of chess variation (or continues to flog a dead horse) with another 64 counters. D.Elliott'99 / ARTICLES ON: the US Meuse-Argonne offensive, the last US WWI offensive; Brazil in WW2; Speculations on the Coming India-Pakistan War; Napoleon's First Italian Campaign, 1796-7; Poland in WW2.  |   |                       |           |         |                |                             |  |
| 45882   | <a href="#">Great War in the Near East #38 (GameOnly)</a>       | <a href="#">New</a>   | n         | 0.5     | Out Of Print   | <del>\$12.50</del>          | <b>\$10.00</b>                           |
| GameOnly. Includes 40 errata counters for Mason-Dixon. Division lvl game of WW-I in Palestine, Iraq & on the Turkish Front. Stand-alone game that also mates w/ earlier Great War in Europe. 300 counters, 1-2mo/turn, 9.5-20mi/hex depending on the front. Well-regarded game & game system. T.Racier'96   |   |                       |           |         |                |                             |  |
| 55104   | <a href="#">Iron Dream, War in Russia 1941-2 #53 (GameOnly)</a> | <a href="#">New</a>   | n         | 0.6     | Out Of Print   | <del>\$12.50</del>          | <b>\$5.00</b>                            |
| GameOnly. Corp/army level game of bulk of the first 2 years the east, Oct'41 thru Nov'42, from Leningrad to Stalingrad/Rostov. A good, simpler game of tug of war, complete w/ a reasonable number of special rules for flavor. Players fight for possession of key terrain. T.Bomba'00 / Also includes Warmaster Chess 2000, which adds yet more variants for the game no one plays (tho it isn't a bad diversion). T.Bomba'00   |   |                       |           |         |                |                             |  |
| 48893   | <a href="#">Iron Dream, War in Russia 1941-2 #53 (w/Mag)</a>    | <a href="#">New</a>   | n         | 1.0     | Out Of Print   | <del>\$16.99</del>          | <b>\$11.00</b>                           |
| Mag & game. Corp/army level game of bulk of the first 2 years the east, Oct'41 thru Nov'42, from Leningrad to Stalingrad/Rostov. A good, simpler game of tug of war, complete w/ a reasonable number of special rules for flavor. Players fight for possession of key terrain. 156 counters. T.Bomba'00 / Also includes Warmaster Chess 2000, which adds yet more variants for the game no one plays (tho it isn't a bad diversion). 20 counters. T.Bomba'00 / ARTICLES ON: the battle of Aln Jalut against the Mongol empire in the Middle East; battle of Bosworth Field 1485 during the War of the Roses; Big Bethel, the Am Civil War's First Battle; Analysis of the War in the East, 1941-5; Joan of Arc, maid of Orleans; naval camouflage in World War I; India-Pakistan Naval War of 1971. |   |                       |           |         |                |                             |  |
| 91177   | <a href="#">Warmaster Chess 2000 #49 (w/Mag)</a>                | <a href="#">Mint</a>  | n         | 0.8     | Out Of Print   | <del>\$8.00</del>           | <b>\$3.00</b>                            |
| Mag cover moisture warped. Mailing label on cover. Otherws unpunched & clean. ■ 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; Ghazil, overview of Ottoman history; Ottoman Stalingrad, Siege of Malta 1565.  |   |                       |           |         |                |                             |  |
| 53149   | <a href="#">When Dragons Fight #54 (w/Mag)</a>                  | <a href="#">New</a>   | n         | 0.8     | Out Of Print   | <del>\$35.00</del>          | <b>\$25.00</b>                           |
| Mag & Game. Includes Iron Dream errata & 2 errata counters. Operational/Strat level game of a hypothetical Chinese invasion of Taiwan in the near future. Brig/div level, 7mi/hex. T.Bomba'01 / ARTICLES ON: Geoffrey Pyke & the Frozen Carrier; Code Cyphers & THomas Jefferson; US Army's Apache Attack Helicopter Force; Armament of Late Model Me-109s; With Custer at Death, 1876; Patton's Hammelburg Raid, March 1945; the Russian Revolution; New Zealand's Northern War, 1844-46; the B-36 adn B-52 Bombers. Index to all Commanad articles, games, errata & variants.   |   |                       |           |         |                |                             |  |
| 20711   | <a href="#">When Tigers Fight #26 (w/Mag)</a>                   | <a href="#">New</a>   | n         | 1.2     | Out Of Print   | <del>\$24.00</del>          | <b>\$19.00</b>                           |
| Mag & Game. Includes variant counters for Czech'38 (11), Back to Iraq 1st (6), When Eagles Fight Schlieffen East (18), Tiger of China variant (37). Larger but playable game of offensives in central China & the Burma-Indian front in 1944 as both side launch all-out offensives. 1mo/turn, 60km/hex, brig/div level, 352 counters. D.Webb'94 / ARTICLES ON: When Tigers Fight, War in Asia 1944; Fighting Nature, Insects, Disease & Japanese, the Chindit War in Burma; Killer Bs (Bombers) in China; Japan is Burning; Mysteries of Waterloo; Siege of Sevastopol 1854-5; Return to Teutoburger; Island of Death; What you Don't Know About WWII in Africa.   |   |                       |           |         |                |                             |  |
| <b>Yaquinto (Yaq)</b>   |   |                       |           |         |                |                             |  |
| 92970   | <a href="#">Counter Tray, Yaquinto 9x7"</a>                     | <a href="#">Excel</a> | n         | 0.1     | Out Of Print   | <del>\$0.50</del>           | <b>\$0.10</b>                            |
| Yaquinto-style, 9x7" open, 25-compartment clear "jelly" tray suitable for sorting & holding units during play. No top closure, so not suitable for permanent storage.   |   |                       |           |         |                |                             |  |
| <b>Zvezda Games (Zvezda)</b>  |   |                       |           |         |                |                             |  |
| <a href="http://www.zvezda.org.ru">http://www.zvezda.org.ru</a>   |   |                       |           |         |                |                             |  |
| 137899  | <a href="#">World War II, Barbarossa 1941</a>                   | <a href="#">New</a>   | <b>LB</b> | 4.0     |                | <del>\$55.00</del>          | <b>\$42.50</b>                           |
| Game akin to Conflict of Heroes & Memoir '44, covering tactical combat early in the War in the East in WWII. Uses terrain tiles, with multiple scenarios. '11   |   |                       |           |         |                |                             |  |

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