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425 Games, Mags & More at Liquidation Prices

www.FineGames.com/eoy_clear.htm

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

Fine Games is on a mission! We looking for homes for our remaining 1,150 games, magazines & accessories (and for our 1,300 parts if you are willing). So here we're offering true fire sale pricing on most everything not nailed down here, prices no other dealer will match now or ever. Get 'em while they remain available.

Fine Games' **Annual Clearance** is the sale our valued customers have looked forward to each of the last 27-some years! Your chance to score in a big way on many hundreds of mostly new items deeply discounted, in this case ~~425~~ **294** to be exact. This sale focuses on non-boxed items including: nearly all of our used items (boxed & unboxed), all errata & add-on kits, most magazines new & used including Strategy & Tactics, World at War, Modern War, Command, Wargamer, Vae Victis, C3i's & AH Generals.

Just act fast as these are first-come, first served and the deal **expires after Monday, 4 December**. That gives you procrastenators 2 days to get 'er done. You can do it! And many of the best deals are gone within 2 or 3 days.



Annual Clearance Sale offer includes these rules of the game:

1. **This deal expires after Monday, December 4, 2023.** Your order MUST be placed and confirmed before then, and paid soon after.

Our last shipping day of 2023 will be Thursday, 21 December. If you're looking to receive these by Xmas, we need your paid order no later than Friday, 15 December

2. **To order, tell us the part#, Title and price for all items in your order.** State unequivocally that you intend to order them. Then tell us how you intend to pay (check, credit card or PayPal). We will reserve your list of items when we have all of that info. Until we have all this, we usually cannot reserve the item for you & it remains subject to sale to others.

Example	Part# 123456	D-Day at Fine Games	\$99.99
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3. **Normal ordering, payment, shipping, and customer care terms apply, with one exception.** The exception is that **where weight-based shipping is required, then you will be charged per our domestic shipping rates** presented on the next page. (International customers will continue to pay by shipping weight as they always have.) Approximate merchandise weight is shown to give you an idea of the total weight implied by your order. But if your order fits in standard priority flat-rate mailers, weight is irrelevant.

New for 2023, the USPS now offers a new service, Ground Advantage, which is similar to UPS Ground. Cheaper than Priority, we can use this service if you tell us to do so. See the shipping price list on page 2 here.

4. **Prices here stated on a cash-basis** (i.e. check or money order); expect to pay 3.75% more if you pay on a non-cash basis (i.e. where we don't receive 100% of the proceeds: PayPal & credit card). PayPal should be sent to PayPal@FineGames.com.
5. As is always the case, **all items are individually listed** are subject to immediate sale, subject to price change, and may be withdrawn from this sale at any time until we've confirmed your order. We may also add new items. Which is why you really do want to have the goods reserved for you.
6. We figure that priority mail shipments will arrive by Christmas if shipped by Monday, 18 Dec. For large orders requiring UPSor USPS ground shipment, figure Monday, 11 December.
7. Thanks for giving these games & mags a new home, and bring retirement closer, but you gotta promise to **play** these games, OK?

Offering happiness & education in the form of board games for nearly 32 years. A long, strange trip it has been.

MD

For More Information . . . See our web site's resources:

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[Explanation of Codes Used](#)

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

Fine Games Domestic Shipping Rates					
Rates Effective	18-Nov-23	Last Updated	18-Nov-23		
USPS Domestic Weight-Based Shipping Rates & Options					
(pounds)	Media Mail	Gnd Advntg	Priority Mail	UPS ground	Express
Weight	< definition >	3-5 Days	2-3 Days	2-8 days	1-2 Days
Envelope Flat Rate >	n/a	n/a	\$9.00 any 1 item, \$11.00 2+ items	n/a	\$29.50
Legal Flat Rate >	n/a	n/a	\$12.00	n/a	n/a
Medium Flat Rate Box >	n/a	n/a	\$17 for 1 boxed item	n/a	n/a
< 1.0	n/a	\$8.00 15.9oz max	n/a	n/a	n/a
1	\$6.45	\$13.30	\$17 for 1 boxed item; \$23 otherwise	\$23.00	\$46.85
2	\$7.68	\$14.73		\$23.00	\$52.74
3	\$8.81	\$16.28	\$23.00	\$26.00	\$58.13
4	\$10.13	\$17.32	\$26.02	\$26.00	\$64.46
5	\$11.37	\$18.27	\$29.50	\$28.37	\$70.88
6	\$12.60	\$19.22	\$37.47	\$28.38	\$77.06
7	\$13.83	\$20.30	\$40.44	\$29.18	\$83.59
8	\$15.07	\$21.38	\$43.15	\$30.16	\$90.02
9	\$16.31	\$22.48	\$45.76	\$31.42	\$97.03
10	\$17.55	\$23.58	\$48.33	\$33.04	\$103.71
11	n/a	\$26.92	\$53.95	\$41.22	\$112.67
12	n/a	\$28.01	\$56.60	\$42.51	\$117.24
13	n/a	\$29.11	\$59.05	\$43.93	\$121.96
14	n/a	\$30.21	\$61.85	\$46.42	\$126.89
15	n/a	\$31.29	\$64.25	\$47.96	\$131.76
16	n/a	\$32.34	\$68.19	\$49.47	\$136.95
17	n/a	\$33.14	\$70.78	\$49.69	\$142.30
18	n/a	\$34.03	\$73.62	\$52.53	\$146.75
19	n/a	\$34.89	\$75.95	\$54.12	\$151.50
20	n/a	\$35.72	\$78.57	\$55.90	\$156.30
21	n/a	\$46.98	\$83.73	\$57.20	\$165.05
22	n/a	\$52.25	\$86.01	\$59.12	\$170.75
23	n/a	\$58.32	\$88.35	\$60.92	\$176.45
24	n/a	\$65.29	\$90.77	\$63.66	\$183.25
25	n/a	\$73.32	\$93.26	\$65.20	\$188.95

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

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

KEY: Headings "w/Mag" or "GameOnly": Flags Mags With or withOUT Games OoP: Out of Print Err: Includes Errata (Y or n).
 Box Type FB=Flat Box LB=Large Flat Box (surcharged) GB= Giant Box (surcharged) SB=Small Flat Box BC=Bookcase Box DC=Double Bookcase HC=Half Bookcase SC=Sml Bookcase
 HP=Half Plastic Case LZ= Large Ziplock (shipped as if boxed)
 Bk=Book JC=Jewel CD Case Fo=Folio (unboxed) zl=ziplocked n=unboxed
 Condition in order of decreasing conition: New Like-New (<New) Mint Excellent Very-Good Good Fair Acceptable

Fine Games' Annual Clearance Sale 2023

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219 Games, Mags & More at Fire Sale Prices

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Part#	Game Title & Edition	General Condtn	Box	Weight (Lbs)	Out of Print ?	Errata Included	Normal Price Cash-Basis	Buy-Now Cash Liquidtn Price	Qty Avail
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Freebies, Up to 4 per Order

Last Updated:
12/2/2023

Here's the deal: 424 Gaming Items at Firesale Prices Never Seen Before

Against the Odds Magazine (Agains)

<http://www.atomagazine.com>

90356	Morgan's a'Comin'!	New	n	0.0 #	Y	n	\$0.00	42
	■ 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	Rattenkreig, Assault on Tractor Factory	New	n	0.0 #	Y	n	\$0.00	29
	■ 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	Showtime Hanoi	New	n	0.0 #	Y	n	\$0.00	41
	■ 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	Some Poles Apart	New	n	0.0 #	Y	n	\$0.00	42
	■ 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							

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Last Updated:
12/2/2023

Games, Magazines-Games & Game-Onlys. Add-On Kits & Modules, Accessories, Dice, Counters, Storage, Errata

Here's the deal: 424 Gaming Items at Firesale Prices Never Seen Before

Advance Primate Entertnmn (AdvPri)

<http://>

113806	Dark Horizon, Escape	Mint	BC	2.2 #	Y	n	\$8.00	\$4.00	1
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Green label on box btm. Included felt-tipped marker has gone dry; use counters to mark status or replace with grease pencil or dry erase marker. ■ Moderate complexity mini-based game of individual combat in the in the future. Rebels seek to destroy the Armageddon Device & escape from the evil corporation in which it is located. '96

AH Avalon Hill Game Co. (AH)

<http://>

150242	1776: Leader Variant Counters COPY	Excel	n	0.3 #	Y	n	\$1.00	\$0.25	1
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Last copy. 3pg photocopy of rules, plus color copy of leader counters. ■ 3pg photocopy of rules printed in the General, plus color copy of leader counters printed in Gen 25/2.

150298	Bismarck ['78]: Graf Spee Variant COPY	Excel	n	0.3 #	Y	n	\$4.00	\$2.00	5
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2 color photocopied maps including counters, plus photocopied rules from General 16/2 ■ 2 color copied maps including counters, plus photocopied rules from General. Search for Graf Spee in S. Atlantic, '39 using Bismarck search & combat system.

140747	Bulge, Battle of the... ['65] Bulge '40	Mint	n	0.3 #	Y	n	\$2.00	\$0.50	1
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Clean photocopy w/ color copy of counters. Last copy. ■ Photocopy of rules & color counters from General allowing play of the 1940 drive thru the Ardennes using AH's Battle of the Bulge '65. J.Angiolillo'74

92055	Empires in Arms, 2nd: 1792 SCENARIO COPY	Excel	n	0.1 #	Y	n	\$1.00	\$0.25	1
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■ 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.

87206	Empires in Arms, 2nd: ADV NAVAL RULESCPY	Excel	n	0.1 #	Y	n	\$1.00	\$0.50	1
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Original pages from General, trimmed to just more than the size of the articles on page. ■ Photocopy of 4pg article from Gen providing more sophisticated naval rules.

150282	Frederick the Great, 2nd: Silesian Wars	Excel	n	0.1 #	Y	n	\$1.00	\$0.25	9
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Photocopy of rules w/ color photocopy of counters from General. ■ Copied article providing addtl rules, paper counters & 6 scenarios for the 2 Silesian Wars, 1740-5. Counters are color photocopied copies.

92070	Gunslinger: Critters Variant COPY	Mint	n	0.2 #	Y	n	\$6.00	\$2.50	1
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■ Several articles from General: (1) Critters adds animal encounters with cattle, bear, buffalos & snakes; (2) Gunsmith Shop offers a range of new guns & weaponry; (3) Tournament scenarios 1-8; (4) 4pg analysis article. Color photocopy counters/insert w/ B&W photocopied rules.

146150	Panzer Leader: ParaLeader Variant	Mint	n	0.3 #	Y	n	\$2.00	\$1.00	4
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Photocopies of scenarios are good but not great quality. ■ Paperstock counters & photocopy of rules from General 20/2. Adds 130 German & Allied airborne units & airlanding aircraft, plus 10 scenarios for airborne actions from 1940-1944.

150294	Panzer Leader: ParaLeader Variant	Excel	n	0.3 #	Y	n	\$2.00	\$1.00	4
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Photocopies of scenarios are good but not great quality. Color photocopy of counters from General. ■ Paperstock counters & photocopy of rules from General 20/2. Adds 130 German & Allied airborne units & airlanding aircraft, plus 10 scenarios for airborne actions from 1940-1944.

475	PBM Instructions	Mint	n	0.0 #	Y	n	\$1.00	\$0.25	
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■ PBM instructions for BB, DD, AK, GB64, SG, WL, Anzio, Luftw, PB.

149754	SL: Squad Leader Board # 4 UNMntd	Mint	n	0.1 #	Y	n	\$2.00	\$0.50	1
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■ # 4 Unmounted map board.

AH 3M Reprints (AH-3M)

<http://>

88107	Image 2nd	Excel	BC	2.3 #	Y	n	\$5.00	\$1.00	1
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■ 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.

Avalanche Press, Ltd. (Avalan)

<http://www.AvalanchePress.com>

137983	Panzer Grenadiers: La Campagne Tunisie	New	zl	0.4 #	Y	n	\$14.00	\$7.00	1
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Last copy. ■ Scenario kit providing 12 scenarios of the French experience in northern Africa between the time of the Torch landings (Nov 1942) and the Axis surrender in Tunisia (May 1943). '17

95508	Panzer Grenadiers: Romanian Soil Kit	New	Bk	0.2 #	Y	n	\$2.50	\$1.00	2
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■ Kit covering the battles for Targu Frumos in 1944 as the Soviet 2nd Ukrainian Front attempts to outflank the Romanian Strunga fortification line. 10 scenarios. Reqs Eastern Front, Road to Berlin, Btl Bulge, Eisenborn & Red Warriors to play all scenarios. 200m/hex, pltn level. '09

Balboa Game Co. (Balboa)

<http://>

10812	Tobruk, Battles for...	Mint	zl	0.6 #	Y	n	\$22.00	\$20.00	
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Unpunched & clean. ■ 4 scenario game of battles in the area around Tobruk, Apr-May'41, at btlm lvl. Well researched. B.Commido'75

Chessex Manufacturing (Chessx)

<http://www.chessex.com>

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Part#	Game Title & Edition	General Condtn	Box	Weight (Lbs)	Out of Print ?	Errata Included	Normal Price Cash-Basis	Buy-Now Cash Liquidtn Price	Qty Avail
148718	Counter Tray, Chessex Style Tray	New	n	0.2 #	n	n	\$2.75	\$2.25	1
	Single copy. ■ 1pc fold-over, clear plastic counter trays with 16 1.5x2.5" compartments. These are similar to the AH style trays. RECOMMENDED due to their construction and price. '03								
Decision Games S&T Games (DecS T)		http://www.decisiongames.com							
134800	Agricola #306	New	n	0.9 #	Y	n	\$35.00	\$30.00	2
	■ Mag & game. Game of the campaign waged by the Roman governer of Britain, Agricola, 82-84AD, to conquer northern Britain & Scotland. Goal for both sides is physical occupation of localities, destruction of opposing leaders & units. Uses the strategem system of prior Trajan series. 140 counters, 10mi/hex. Joseph Miranda'17 / ARTICLES ON: Agricola, the Roman Conquest of northern Britain, 78-85AD; Asymmetric Warfare & Modern Insurgencies; Battle of Kirchholm 1605; Shiloh Campaign, 1862; US Army in WWI; Bren Universal Carrier; Lafayette Escadrille at Verdun; USS Herbert Thomas (destroyer).								
61440	Asia Crossroads, Great Game #216	New	n	1.2 #	Y	n	\$15.00	\$5.00	7
	■ Mag & Game. British & Russian empires compete for economic dominance or military control of central Asia, from the Mediterranean Sea to Siberia in the mid-1800s in several scenarios. J.Miranda'03 / ARTICLES ON: the Red River Campaign 1863; Short History of Biological Warfare; Sparta's Defeat of Athens; Evolution of Ventral Defenses for Bombers; Weaponization of Plaque; Barbarian Army Sizes; 19th Century Cold War in Asia.								
90431	China, Battle for... 4th #259	New	n	0.8 #	Y	n	\$29.00	\$20.00	1
	Last copy. ■ Mag & Game. 4th edition of this game of Japan's attempt to conquer China, 1937-41, using an color area map of china & 280 die cut color counters. Third player can be added for Communist forces A decent, large scale treatment of this complex campaign. B.Train'09 / ARTICLES ON: Japan in China, 1937-41; Roman leader Crasus, 1st century BC; Dien Bien Phu, decisive btl of 1st Indochina War, 1954; & of course many ads.								
74577	Cold War Battles, Budapest & Angola #235	New	n	1.0 #	Y	n	\$28.00	\$22.00	1
	Last copy. ■ Mag & Game. Operational levels of two venues for Cold War conflict between the superpowers, Budapest 1956 and Angola 1987. Budapest shows one of the pivotal cold war events, as the Hungarian population rises up against the Soviets who then invade to restore "order;" possible NATO counter-invasion possible. Angola covers the sharp conflict between Angolan factions supplemented by Cuban regulars against an invading S.African army in support of the UNITA faction. Generally btlm level, Budapest 0.33mi/hex, Angola 5mi/hex, 1-4wks/turn. J.Miranda'06 / ARTICLES ON: S.African involvement in Angola; the first biological warfare; Musket Accuracy; First Black Regt of the Am Civil War; Aerial Firsts Over China; US Redstone Rocket; Breitenfeld 1631; German airborne in WW2; German army organization 1942-5.								
130457	Cold War Hot Armor: Vietnam #307	New	n	0.9 #	Y	n	\$25.50	\$22.50	2
	■ 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.								
73001	Dagger Thrusts, Patton & Montgomery #233	New	n	1.0 #	Y	n	\$19.00	\$13.00	3
	■ Mag & Game. Simpler XTR-style game of the possibilities open to the Allies in the early Fall 1944. Two maps cover the northern German/Dutch border area where the British may try a Market-Garden attack, and seperately a map of the central Ruhr/Rhine area where Patton's 3rd army could assault the Rhine directly. The Allies must shorten the war by a successful Market-Garden attack, opening Antwerp, or breaching the Westwall. 176 counters, rgd/div level, 7mi/hex, 3days/turn. T.Bomba'05 / ARTICLES ON: Dagger Thrust, Missed Opportunities for Victory Against Germany, Sept. 1944; George Henry Thomas, Rock of the Union; Battle of Nashville, Dec. 1864; German 78th Assault Inf. Division; Roadblock at Mortain; the AirLand Battle of the Bulge & Combat Units in the Bulge. / ARTICLES ON: Dagger Thrusts, Missed Opportunities to Defeat Germany, Sept. 1944; George Henry Thomas, Union General; Battle of Nashville, Dec 1864; Germany's 78th Assault Division in WW2; Huge US Army Reorganization Underway; Battle for Lake Tanganyika 1915; the AirLand Battle of the Bulge, with air & land OoBs.								
72155	Downfall, If the US Invaded Japan #230	New	n	1.0 #	Y	n	\$25.00	\$22.00	2
	■ Mag & 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 none 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 & Bougainville; Russian Midget Sub Development; Battle of Stones River, Murfreesboro, 1862.								
86307	Drive on Kursk, July 1943 #253	New	n	1.0 #	Y	n	\$44.00	\$35.00	2
	■ Mag & Game. Div level game of the German armored offensive of July 1943 met by intense Soviet preparations. Game vaguely based on the Kursk'71 game published by SPI, and the Road to Ruin game system found in Drive on Stalingrad 3rd & Drive on Moscow #244. Utilizes recent Soviet archive materials for a better OoB. Includes the historical scenario plus Manstien's alternative to include all available units from the entire east front into the battle. Does NOT include a May or August scenario. 10km/hex, 2days/turn. T.Bomba'08 / ARTICLES ON: Kursk as an operation defeat for the Germans; Prochorovka revisited based on archive data; design notes for Drive on Kursk; Byzantine capture of Manzikert, Armenia, 1071; first use of northern Vietnamese tanks in 1968; the armies of Cobra, July 1944.								
81320	Drive on Moscow #244	New	n	1.4 #	Y	n	\$29.00	\$25.00	2
	■ Mag & Game. Simpler, operational level game of the final German attempt to sieze Moscow in 1941. Covers the time from 1 Oct thru 7 Dec., from Kursk to Kalinin. 7.5mi/hex, div level, 1wk/turn. 2maps, 352 large counters. Feature ARTICLES ON: 1941 Moscow Campaign; Roman Army at Zama, 202BC; Next Naval War; Rocroi 1643 battle file. 62pg. J.Miranda'07								
134123	Duel on the Steppe, Operation Star #285	New	n	0.9 #	Y	n	\$29.00	\$22.50	1
	Last copy. ■ Mag & game. Game of the Soviet 1943 winter offensives, Operations Star & Gallop, as they use their numerical advantage against some of the best units the Germans fielded in the aftermath of Stalingrad. Focus on the area between the Donets & Dnepr Rivers. 2 scenarios: the Soviet attack, & the German Backhand Blow. Uses the Sedan 1940 & Tobruk game system. 228 counters, 6.5mi/hex, Div/corp level. P.Youde'13 / ARTICLES ON: Duel in the Steppe, Soviet Star & Gallop Offensives, Jan-Feb 1943; Alcohol, the Alamo & the Texas War for Independence, 1835-36; Battle of Dorostolon, Byzantium Confronts the Rus, July 971AD; M16 & M60 in Vietnam; Alexander's Successors, War in Iraq 311-309BC; Marlborough, Flanders, Fodder & Fame; Pedregal; Coastwatchers in the Pacific in WWII; Suez 1956.								
95207	Falklands Showdown, 1982 #269	New	n	0.8 #	Y	n	\$59.00	\$35.00	2
	■ Mag & Game. Game of the Argentine invasion of British-held Falkland Islands & the sharp British retort. Includes an operation map of the surrounding sea areas & a grand tactical map of the Falkland Islands. The British must mobilize its resources to launch a counter invasion to rest the islands back from Argentina. c.4aircraft/counter, squadron/btlm level, 1 ship/counter, 1-3days/turn, area map. P.Sharp'11 / ARTICLES ON: strategic analysis of Falklands War, 1982; War of Chinese reunification 1916-28; Btl of M'utah 629ad; Soviet TU-4 Bull heavy bomber; decline of the phalanx during the Peloponnesian War; war hero US presidents; British invasion of Tibet 1904; battle of Hattin, 1187ad.								

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151085	Fight the Fall #324	New	n	0.9 #	n	n	\$37.50	\$30.00	1
	Last copy. ■ Mag & game. 2-player game of two battles between the Goths, Vandals & Romans after the Goths crossed the Danube, Faesulae 405AD, and Belisarius reconquers N Africa, Tricamerum 533. Uses the Alesia game system emphasizing command control & qualitative factors in battle. 176 counters, 100yd/hex, 2 scenarios per battle. Joseph Miranda'20 / ARTICLES ON: Roman Military in the Era of Theodosius, Alaric & Flavius Stilicho, 378-410AD; Gunpower Weapons of the War of the Roses; Apache Wars, 1849-86; Air-Air Helicopter Combat; Mortal Wounding of the Royal Divine Right; Battle of Manupur, India, 1748; WWI's Macedonian Front; Battle of Montebello 1859; Ukrainian Underground Army 1943.								
52968	First Afghan War, 1839-42 #179	New	n	0.8 #	Y	n	\$30.00	\$25.00	1
	Last copy. ■ Mag & game. Game of Britain's first attempt in 1839-42 to annex Afghanistan to its empire that ended with the destruction of the entire invading British army. 2 scenarios covering the initial attack & the rebellion that doomed the army. Uses the Campaigns of Brit Empire game system. 1company/strength pt, 15mi/hex, 1mo/turn, 180 counters. J.Miranda'96 / ARTICLES ON: the First Afghan War 1839-42; battles of Nadir Shah of Persia in 18th century; the American 'bonus army' of 1932; British development of amphibious armor technology 1942-4; the struggle for Peru & the Shining Path.								
87826	First Air Battle Over Britain #255	< New	n	0.9 #	Y	n	\$19.00	\$16.00	1
	Vertical crease near spine on mag cover due to poor storage; otherwise new & unused & clean. Last copy. ■ Mag & Game. w/ err counter for Nine Navies War (1). Game of the German zeppelin bombing offensive against S Britain late in WW1. Germans seek to inflict morale damage on SE Britain. Flight/Sqdrn level, 5mi/hex, 1mo or 20min/turn. 3 scenarios. J.Miranda'09 / ARTICLES ON First Btl of Britain; Antipater, defender of Alex the Great's throne & legacy; 2 terrible days in the Am Civil War, btls of Sand Creek & Franklin; the Colombian battalion in the Korean War.								
83143	First Blood, Second Marne 1918 #248	New	n	1.0 #	n	n	\$15.00	\$9.00	3
	■ Mag & Game. Tactical level combat between the American Expeditionary Force and German strosstruppen at the Second Marne, July 1918, near Chateau Thierry in the last of the German's offensives of the year. 15-45min/turn, 100yd/hex. T.Bomba'08 Mag contains ARTICLES ON: US 3rd Inf at the Marne 1918; Alex the Great in Afghanistan; Eugene in Hungary 1716. Plus all those ads.								
94516	Frederick's War, Austrian Suceesion #262	New	n	1.0 #	Y	n	\$18.00	\$8.00	10
	■ Mag & Game. Game is a 2-4 player contest, each striving for dominance in all of central Europe between 1741-8. Uses the 1066 & Hannibal's War system. Played on an odd map where geography is bent to a system of squares. 1yr/turn, 2500-10,000men/unit, 50mi/square. 2 scenarios & campaign. J.Miranda'10 / ARTICLES ON: Frederick the Great's war of Austrian Succession, 1740-8; the rescue of Mussolini (plus Skorzeny & other Wermacht special ops; Italian TF Nibbio in Afghanistan, 2002 on; Russians at Lake Narotch 1916; the Algerian insurgency & end of French Empire; battle of Kosovo, 1389.								
72409	French & Indian War #231	New	n	1.0 #	Y	n	\$42.00	\$32.50	1
	Last copy. ■ Mag & Game. Strategic level game of the struggle for north America during the French & Indian War, 1756-63. Uses the system from Asia Crossroads, at rgt/brig level, with economic resource collection & unit building. 3 scenarios, 200 counters. J.Miranda'05 / ARTICLES ON: French & Indian War, 1754-60; Battles of the French & Indian War; Broken Hill Picnic Train 'Massacre' in Australia, 1915; South Africa's Airborne Assault, May 1978; Voyage of USS Oregon; End of Russian Dominance in Poland; Warsaw's Jewish Ghetto Fights Back, 1943; France's Global Reach; Hostage Rescue at Kolwezi, 1978.								
112907	Gates of Vienna, Europe 1683 #295	New	n	0.9 #	Y	n	\$42.00	\$35.00	2
	■ Mag & Game. 2 player game of the pivotal 1683 Ottoman siege of Vienna that threatened the whole of Europe. A multi-national Christian force turned the Ottoman's back. Based on the Red Dragon game system, with alternating phases allowing only a single action at a time. 1mo/turn, Army wing level, 12mi/hex, 228 counters. J.Miranda'15 / ARTICLES ON: At the Gates of Vienna, 1683; Battle of Germantown, 1777; Greyhound v Tiger at St Vitih, 1944; the Catalan Grand Company, 14th Century eastern Europe; Ambush on Blachorse Convoy, Vietnam 1966; Flavius josephus; Declaration of Paris and the American Civil War; House at St Bausant; India v pirates.								
54742	Germania, Rome Beyond the Rhine #175	New	n	0.8 #	Y	n	\$39.00	\$29.00	2
	■ Mag & Game. Strat/op level game of Roman campaigns in N.Central Europe, 50BC-150AD, NE of the Rhine & Danube Rivers. 4th in the Trajan/Ancient Wars game series. 280 counters, 8turns/year. Mates with the other games in this series. J.Miranda'95 / ARTICLES ON: Roman campaigns Beyond the Rhne, 1st Century AD; Op Iron Hammer, German Plans for a Bombing Campaign against the USSR; the Moguls; Fight Light, French Light Infantry in 1806; Op Pegasus, Classi US Airmobile Operation in Vietnam, 1968; the Belgian Legion; Capture of Carlos the Jackel in Sudan.								
38207	Great Medieval Battles #197	New	n	1.0 #	Y	n	\$35.00	\$25.00	1
	Last copy. ■ Mag & Game. Colorized & 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 Ottoman 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.								
143170	Great Northern War #302	New	n	0.9 #	Y	n	\$39.00	\$35.00	1
	Last copy. ■ Mag & Game. Strategic level game of the Swedish-Russian War of 1700-09 that ended with the decisive battle at Poltava and the destruction of the invading Swedish army. Map spans area from Denmark to Moscow. Event chits allow for often wild fluctuations if you can occupy key locations. Key dynamic is the occupation of fortresses which provide both victory points & morale points. Seasonal turns, 228 counters, multiple scenarios, 45mi/hex. J.Miranda '16 / ARTICLES ON: the Great Northern War; Battle of Tours, 732AD; Poland Resorted, Battle of the Niemen, 1920; Nez Perce War of 1877; Polish Bombers of the 1930s; Military Science in the Age of Charles XII & Peter the Great; European Bows on the SW Frontier; Soviet Navy's 100mm AA Gun.								
67427	Group of Soviet Forces Germany #220	New	n	1.2 #	Y	n	\$49.00	\$39.00	1
	Last copy. ■ Mag & 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 & organization were in relative disarray. Something of an update of the old SPI Nato game with revised map & 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 & the Evolution of US Naval Strategy 1907-41; Allied Plan 1919.								
117324	Hannibal, 2nd Punic War #141	Mint	n	0.8 #	Y	n	\$15.00	\$10.00	1
	Cherry. Last copy. ■ Mag & Game. Area-move gm of 2nd Punic War showing different advantages & styles of each sides at strategic lvl. Rome has a great population to draw on, Carthage has the initiative & leaders at first. Map covers the western Mediterranean. Units progress from raw recruits to veterans. 200 counters, 1yr/turn. J.Sutcliffe'91 / ARTICLES ON: the Second Punic War; Roman Republic's Art of War; Desert Storm/Desert Sheild OoB update; Analysis of 3 Armored Assaults on Fortified Lines: El Alamein 1942, Kursk 1943, Golan Heights 1973; Louisiana Brigades in the Army of N Virginia; British Steamers in the 1st Opium War in China; Airmobile Assault, 1940; Wargames in the US Marines; a Neo-Con's analysis of the failure of Iraqi propoganda (i.e. self-deceiving).								

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Part#	Game Title & Edition	General Condtn	Box	Weight (Lbs)	Out of Print ?	Errata Included	Normal Price Cash-Basis	Buy-Now Cash Liquidtn Price	Qty Avail
128412	Hindenburg's War #288	New	n	1.2 #	n	n	\$39.00	\$32.00	1
	Last copy. ■ Mag & game, special edition. Strategic level, 2 player game of fighting on the Western Front during the final year of World War I, beginning with the initial German offensive in March & ending with the armistice in November. 15km/hex, 15days/turn, brig/div level. 456 counters, 2 maps. T.Bomba'14 / ARTICLES ON: The Last Year of World War I in the West, 1918; the Schlieffen Plan, Blueprint for Victory or Myth?; East Timor, 480 Yrs to Freedom; War of the Cities, the Thirteen Years War, 1454; the Battle of Avai, 1868; Cannae, Unanswered Questions; Spanish Galleons; US Navy's Automatic Big Guns; High Altitude Planes during the Cold War.								
117285	Hundred Years War, 1337-1453 #177	Mint	n	0.8 #	Y	n	\$75.00	\$65.00	1
	Cherry. Last copy. ■ Mag & game. Strategic level, 2-player game of the lengthy war fought between England & France between 1337-1453 using a modified 30 Yrs War system. Yearly turns & area move, 1-2k men per strength pt. 2 scenarios (Crecy 1337-47 & Agincourt 1415-28) plus campaign. Includes yet another in a string of lackluster mapboards. J.Miranda'96 / ARTICLES ON: the Hundred Years War; Custer's Campaign, ops on the Little Bighorn & Yellowstone Rivers; Valmy, the battle that saved the French Revolution, 1792; Future trends for the US Military into the 21st century; PT boats in the Pacific; errata for Thirty Years War #173. '95								
127549	In Country, the Vietnam War #281	New	n	1.4 #	Y	n	\$69.00	\$59.00	1
	Last copy ■ Mag & game. Dbl-sized game covers several key periods of America's war with Vietnam between 1965-75, with scenarios for '65, '68, '70. Focuses on conventional war, but the unconventional side is included & crucial as well. 2 maps covers southern Vietnam as well as portions of northern Vietnam, Laos & Cambodia. 3 scenarios ('65, '68 & '70) plus campaign beginning in 1964. 3 levels of rules complexity; 560 counters, rgt/div level, 30km/hex, 6day/turn. Victory scored via separate political & military points J.Miranda'13 / ARTICLES ON: A Reinterpretation of US Military Operations in Vietnam; In Country Design Notes; Could the South Have Won at Gettysburg?; Battle of Iwo Jima; Actium, End of the Roman Republic; Kudzuz 2001, evacuation from Afghanistan to Pakistan; 1918 Canadian Motor Machine Gun Brigade; German Sturmgewehr 44 Assault Rifle.								
99043	Indo-Pakistani Wars #174	Mint	n	0.8 #	Y	n	\$22.00	\$18.00	2
	Cherry; unpunched, unused, very clean. ■ Mag & game. Brig/div level game of 2 historical wars between India & Pakistan ('65 & '71) plus a hypothetical war in the 1990s. Players must attend to 3 widely separated fronts (including Kashmir, eastern Pakistan & the main border along western India). Includes insurgent movements in Kashmir, & possible US & USSR intervention. 30km/hex, rgt/div level, 2days/turn. J.Miranda'95 / ARTICLES ON: Indo-Pakistani Wars, w/ region national army OoBs; Russia in the '90s; Giulio Douhet, post-WWI Italian proponent of strategic air war; Battles of the American Revolution, pt 2; Prussian army at Auerstadt. '95								
117312	Indo-Pakistani Wars #174	Mint	n	0.8 #	Y	n	\$29.00	\$25.00	2
	Cherry. ■ Mag & game. Brig/div level game of 2 historical wars between India & Pakistan ('65 & '71) plus a hypothetical war in the 1990s. Players must attend to 3 widely separated fronts (including Kashmir, eastern Pakistan & the main border along western India). Includes insurgent movements in Kashmir, & possible US & USSR intervention. 30km/hex, rgt/div level, 2days/turn. J.Miranda'95 / ARTICLES ON: Indo-Pakistani Wars, w/ region national army OoBs; Russia in the '90s; Giulio Douhet, post-WWI Italian proponent of strategic air war; Battles of the American Revolution, pt 2; Prussian army at Auerstadt. '95								
105658	Italian Campaign, Sicily #146	Mint	n	0.8 #	Y	n	\$12.50	\$5.00	2
	Rules separated. ■ Mag & Game. 1st game in a 3-game + Addendum series of moderately complex games covering all of Italian theater. This first game covers the invasion of Sicily & toe of Italy. Later games include revised rules that smooth the rough edges of this game with extensive errata. Uses the West War game system uses in Winter Storm, Last Victory & Edelweiss. 200 counters, nice map, 5mi/hex, btln/rgt scale, 1-2days/turn. Schettler'91 / ARTICLES ON: the Invasion of Sicily 1943; Pugache's Rebellion, Russia 1773-4; Am Civil War Navies, a summary; Increase in the firepower of a Russian Division, 1914-68; German Naval Mines in WWII; Science of War in the Early Roman Empire, 27BC-235AD; ERRATA for Red Beach One, Tarawa #142, Rio Grande #143.								
115035	Korean War Battles #296	New	n	0.9 #	Y	n	\$35.00	\$29.00	2
	■ Mag & game. Includes 2 errata counters for Meuse-Argonne, 6 markers for Naktong Bulge. Game is an operational level treatment of 3 battles from the Korean War in 1950: holding action at the Pusan Perimeter (Sept); invasion at Inchon & the capture of Seoul (Sept); and the surprise attack at & withdrawal from Chosin (Dec). Can be mated with Naktong Bulge game to allow the full campaign of Aug-Sept. Uses the Fire & Movement game system. Btln/rgt/brig level, variable time & distance scales per game. 280 counters. E.Harvey'15 / ARTICLES ON: Armies of the Korean War; the Kieve Operation, 1920; Roman Army in the Era of Julius Caesar; Haitian Revolution, 1791-1803; Other Slave Revolts in the Carribbean, 1733-60; Heros & Poets in the Ancient World; Bicycles at War; Namibia, Apartheid Aborted.								
74185	Lest Darkness Fall, Rome in Crisis #234	New	n	1.0 #	Y	n	\$15.00	\$9.00	9
	■ 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.								
59382	Marathon & Granicus #214	New	n	1.0 #	Y	n	\$25.00	\$20.00	3
	■ 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.								
78141	Marlborough, War Spanish Succession #238	New	n	1.0 #	Y	n	\$35.00	\$30.00	1
	Last copy. ■ Mag & Game. Moderate complexity, strategic level game of the War of Spanish Succession and a continental struggle for dominance. France, Bavaria & other principalities face off against England, Austria and Prussia. 1yr/turn, 10-20k troops/army, 280 counters, 3 scenarios & campaign game. J.Miranda'06 / ARTICLES ON: Marlborough's Art of War; the Famous Victory, Blenheim, 1704; the Skull of Sultan Mkwawa after WWI; the Royal Navy's Efforts in the Pacific War; the Turkish Gettysburg, battle of the Sakarya River; the Chimurenga War, Rhodesian Insurgency 1966-80; Civil War Submarine Operations.								
88441	Marlborough's Btls, Ramillies etc #256	New	n	0.9 #	Y	n	\$30.00	\$25.00	1
	Last copy ■ Mag & Game. Moderate complexity, tactical level game of 2 of the Duke of Marlborough's key battles, Ramillies & Malplaquet, during the War of Spanish Succession. These battles marked the emergence of infantry as a shock weapon via the bayonet. 225yd/hex, 1-3k men/unit. R.Berg'09 / ARTICLES ON: Marlborough's victories in the War of Spanish Succession, 1704-8; the Battle of Britain, 1940; Operation Anaconda & the hunt for Osama bin Ladin; book reviews, & lots of ads.								
70490	Old Contemptibles, Battle of Mons #228	New	n	1.0 #	Y	n	\$15.00	\$10.00	2
	■ 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.								

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117310	On to Moscow, Swedn v Russia 1700-21#171	Mint	n	0.8 #	Y	n	\$27.50	\$22.50	1
	Cherry. Last copy. ■ Mag & Game. w/ 20 variant/errata counters for: Clontarf (3); Op Shock Troop (5); Trajan (1); Caesar in Gallia (1); Russo-Turkish War (1); Austro-Prussian War (1); Seven Years War (8). Strategic level game of Sweden's Charles XII invasion of Russia, 1708-9, using the Seven Years War/Age of Reason game system. The invasion ended in a Swedish disaster at Poltava. Control determined by possession of fortress-cities spread around Russia. 240 counters, seasonal turns, 50km/hex, relatively complex. J.Miranda'94 / ARTICLES ON: Sweden v Russia in the Great Northern War, 1700-21; Machiavelli, Founder of Modern Military Thought; Variant/errata rules for Seven Years War; errata for Wars of the Imperial Age, Austro-Prussian War, Russo-Turkish War, Op Shock Troop; Somalia, Roots of Today's Conflict; the White Rose Student Resistance in Nazi Germany; Tracked v Wheeled Armored Vehicles; Austro-Hungarian & Italian Navies in WWI; and many, many ads.								
136132	Operation Anaconda, Afghanistan 2002 #276	New	n	0.9 #	Y	n	\$27.50	\$22.50	2
	■ Mag & game. Grand tactical game of a key battle between US-led forces & those of the Taliban & Al Qaeda in the Shahi-Kot Valley & mountains of eastern Afghanistan, mid-March 2002. Allied forces attempt to surround & destroy Taliban forces and capture bases & Bin Laden, but poor command control stopped that. Uses the They Died With Boots On game system, with each sub command operating independently based on chit pull. Platoon level, 248 counters. Curiously, the one side is consistently called Al Qaeda tho most fighters were Afghani Taliban, and the two are not the same thing. J.Miranda'12 / ARTICLES ON: Operation Anaconda, battle in Afghanistan 2002 & designer's notes; analysis of the US M4 Sherman Tank; massacre at Teutoburg 9AD; settlement dark & bloody, a history of the Cherokee Wars 1654-1865; Model 1895 Mannlicher Rifle; lifting the blockade at the end of the American Civil War; origin of the modern combat helmet; trooper Billy Sing, Gallipoli sniper.								
72068	Operation Elope #211	New	n	1.3 #	Y	n	\$14.00	\$10.00	3
	Mag & game. Contents folded vertically at 2 places; no actual creases but slight folds evident on mag, map & countersheets. Otherws new. ■ 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								
57604	Operation Elope #211	New	n	1.3 #	Y	n	\$15.00	\$12.00	3
	■ 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								
65972	Ottomans, Rise of the Turkish Empire#222	New	n	1.0 #	Y	n	\$17.50	\$10.00	4
	■ Mag & Game. Strategic level, 2-4 player game of the rise of the Turkish empire, 1453-1571, thruout the eastern Mediterranean and Black Sea areas. Game emphasizes chaotic & changing nature of alliances of the period. Game has a bit of everything (including classic DG proofing errors): diplomacy w/ alliances & backstabbing; land & naval movement; colonization; pillaging; mercenaries. 2 scenarios & campaign game. J.Miranda'04 / ARTICLES ON: Ottomans v Hapsburg in Europe; Intelligence Operations Prior to WWI; Australia & the Solomons; German Assassination Plans for the Big 3 Leaders in Tehran; Frigates; German Radars of WWII; Misunderstandings of Ancient Naval Warfare; Warplan Dropshot & US Planning for WWII; Organization of the US Air Force in the 1950s.								
140862	Pacific, War OF the..., 1879-1883 #282	New	n	0.9 #	Y	n	\$29.00	\$25.00	1
	Last copy. ■ Mag & game. Game of a key South American war, through Chile & Peru and Bolivia, 1879-83. The Chileans begin by capturing Lima, the Peruvian capital, followed by a guerilla war & stalemate by 1883. 2mo/turn, 31mi/hex, btl/rgt level, 280 counters. '13 / ARTICLES ON: War of the Pacific, 1879-80; Churchill & the Zeppelins in WWI; Charlemagne's campagins, 771-814AD; Indo-Pakistani Wars; Pre-WWI German-American rivalry; Kampgruppen strategy in N.Africa; Hydrofoils in the USNavy; Pump-action grenade launcher; ABDA Command, unified command in the Pacific, 1941. '13								
145840	Paratrooper, Great Airborne Assaults#321	New	n	0.9 #	n	n	\$37.50	\$33.50	1
	Last copy. ■ Mag & game. Grand tactical game of 2 key airborne assaults in Korea during the Korean War. Sukchon-Sunchon covers the Oct 1950 in which the US 187th Airborne Regt dropped behind North Korean lines to block the forces retreating north. Op Tomahawk covers the airborne assault again by the 187th as a small part of a general offensive in March 1951 that recaptured Seoul and ended at the 38th Parallel. Key dynamic is command points, which constrains what a player can do in deploying drop zones, coordinating fire & air support, and intelligence operations, with US advantaged in day & the Chinese at night. Reinforcements are generally undercertain. 600m/hex, 8hrs/turn, 176 counters. Joseph Miranda'20 / ARTICLES ON: Korean War Paratroopers; Muslim Attempts to Conquer the Mediterranean; Italian Cavalry in World War I; Bloodbath at Fort Pillow 1864; Caesar & the 10th Legion; British Intervention in Jordan 1958.								
64268	Rough & Ready #212	New	n	1.2 #	Y	n	\$28.00	\$24.00	1
	Last copy. ■ Mag & Game. With 20 errata counters for Crimean War #201 (8), Forgotten Axis #206 (1), Twilight Hapsburgs #204 (11). Grand tactical game covering 3 battles from early in the American invasion of Mexico, 1846-7. Covers Palo Alto (May 1846), Resaca de la Palma (May 1846) & Rio Sacramento (Feb 1847). Includes 2 maps, 240 counters. R.Berg'02 / ARTICLES ON: Taylor's Invasion of Northern Mexico, 1956; Bonnie Prince Charlie & the '45; Spanish Blue Division in the USSR 1941-4; Germany's 18th Artillery Division; Last 7 Days of France 1940; Inverview with the Pilot of the Enola Gay; Samurai Warfare in the Sengoku Period; Technology Represented in Strategy Games, using TFG's Liffoff as an example; Ibn Battuta, Prince of Travelers.								
138578	Russian Civil War 2nd #267	New	n	1.3 #	Y	n	\$52.00	\$45.00	1
	Last copy. ■ Mag & Game. Update of this strategic level, area move, 3-6 player game of the chaotic Russian Civil War, 1918-21 originally published by SPI. Map extended to central Asia & Mongolia, specialized unit functions added, foreign forces added & various clarifications & optional rules including rules for solitaire & large group play. Rule elaborations cover the machinations of the politborro, purges, assassinations, a wide variety of random events, armored trains, strikes, etc. 32pgs of rules, 2maps, 520 counters. J.Dunnigan, J.Miranda'11 / ARTICLES ON: Russian Civil War 1918-22, history & game design notes; Marengo; Artillery at Waterloo; Voyage of the IMS Wolf, 1916; Casualties among ancient Greek generals; US experimental tanks of the 1950-60s. '11								
32167	Russo-Turkish War, 187-78 #154	New	n	0.8 #	Y	n	\$24.00	\$19.00	1
	Last copy. ■ Mag & Game. 2nd game in the Wars of Imperial Age game series. Moderate complexity, op-strategic game of the Russo-Turkish War of 1877-8. Elaborate system w/ politics, hidden movement, logistics, neutrals, etc. 5 scenarios, 200 counters, Brig/div level. J.Miranda'92 / ARTICLES ON: Russo-Turkish War of 1877-8; Emergence of Total War in Ancient China; Master Strategist Sun Tzu; German Assault Rifle Experiments, 1944; ERRATA for Case Green #152.								
150829	Saddam Moves South #339	New	n	0.9 #	n	n	\$37.50	\$32.50	1
	Last copy. ■ Mag & game. Game of the hypothetical situation in August 1990 had the unexpected Iraqi invasion of Kuwait continued into Saudi Arabia. The US then must lead a coalition to retake the oil fields of Arabia. Based on a distorted understanding of Iraq's motivations at the time, but poses the situation where the US-led coalition had to build up its forces in the face of a fait accompli occupation of Saudi Arabia and a large part of the world's oil. Based on the Desert One War game series covering land, air & amphibious ops. 3-10days/turn, rgt/brig/div level, 224 counters, 22mi/hex. Joseph Miranda'22 / ARTICLES ON: What If Saddam Continued South in 1990?; Operation Roundup (D-Day in 1943) Reconsidered; US Navy's Yangtze River Patrol in the early 1900s; Pompey v the Pirate, 1st Century AD; WWI Railway Guns; HIMARS in Ukraine; Middle East Naval Power; Rwandan Interventions; Japan's Counter-Strike Capabilities; Curious Case of Benjamin Pole; Belgian Expansionism in 1839-1945; The Man Assyria Feared.								

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Part#	Game Title & Edition	General Condtn	Box	Weight (Lbs)	Out of Print ?	Errata Included	Normal Price Cash-Basis	Buy-Now Cash Liquidtn Price	Qty Avail
80333	Sealords, Vietnam War in the Mekong#243	New	n	1.0 #	Y	n	\$59.00	\$49.00	2
	<p>■ Mag & Game. Game of the American effort to control & pacify the Mekong Delta during the Vietnam War. Takes a standard, asset-oriented look at the US attempt to block movement of NVA units and attack their bases. 280 counters, square grid map covering Vietnam south of Saigon. Units co to div level; 6.2mi/hex; 7-30days/turn, 3 scenarios. J.Miranda'07 / ARTICLES ON: Sealords, joint warfare in the Mekong Delta; Scipio Aemilianus, Rome's Master of Unconventional Warfare; Spanish in Vietnam 1859-62; George Thomas, Union General from the South; Soldiering & Marriage thru History; Battle of Schellenberg 1704 during the War of Spanish Succession; Caesar's Counterinsurgency in Gaul 58-51BC; HBO's Rome series.</p>								
96127	Second Kharkov, Strike & Countrstrk #271	New	n	0.9 #	Y	n	\$35.00	\$30.00	1
	<p>Last copy. ■ Mag & Game. Colorful update of this PzrGrpGuderian system game of the Soviet May'42 offensive that ended in disaster. The 'strike & counterstrike' included the massive tank battles of mid-1942, just prior to Stalingrad, during the Second Btl of Kharkov. Designed as a fun, fast moving, see-saw slugfest. Historical & Soviet all-out scenarios. 5mi/hex, 2days/turn, brig/div level. Paul Youde'11 / ARTICLES ON: Second Kharkov campaign, failed planning; Second Kharkov designers notes; Battle of Itororo, the Paraguayan Thermopylae; battle of Arsurf, 1191AD; US Navy's cold war 'mobile bases' strategy for a possible nuclear war; military history of Easter Island; US 10th Fleet & cyber warfare; cluster 'bombs' in the War of 1812; Arab armies OoB in 2011; 2 odd warship wrecks.</p>								
68807	Sedan Campaign, 1870 #224	New	n	1.0 #	Y	n	\$19.00	\$14.00	2
	<p>■ Mag & Game. Includes variant counters for Indochina (11), Belisarius (29), 1918 (9), Grp Soviet Forces (1), Ottomons (3), Boer War (10), Inv Taipei (10), Indo-Pakistani (48), Asia Crossroads (11), First Afghan (7), Xenophon (3), Chancellorsville/Plevna (8). Simpler, operational level game of the decisive campaign of the Franco-Prussian War, 1870. 4.4mi/hex, 3days/turn, div level. T.Bomba'04 / ARTICLES ON: Sedan Campaign 1870; Second Afghan War 1879-1881; the P-39 Aircobra & Buffalo Fighters; Italo-Turkish War of 1911-12; Ascendancy of Athens 500-400BC; USN 5/25 AA Gun; Sixth SS Panzer Army in Hungary 1945; Armies of the Eastern Front 1944-5.</p>								
135347	Soldiers, Decision in the Trenches #280	New	n	0.9 #	Y	n	\$27.50	\$18.00	1
	<p>Last copy. ■ Mag & game. Simpler game of the US 1st Inf attacks into thinly-held German-held lines toward the end of World War I (1918) in multiple scenarios. Not truly historical, rather representative of actions during this time. 5-10min/turn, 25yd/hex, pltn or single machine gun level; fast playing. 124 counters. T.Bomba'13 / ARTICLES ON: Soldiers, the American offensive in France, 1918; US military's attack helicopter doctrinal controversy; the Jewish Revolt, 66-73AD; America's Gibraltar: West Point in the American Revolution, 1775-83; media review; Nung Tri Cao & rebellion against the Chinese in the 11th Century; US 8" Howitzer; Encirclement & Threat Perception in Asia; Sherman at Shiloh; Huaihai Campaign that concluded the Chinese Revolution, 1948-9.</p>								
69808	Spanish Civil War Battles, v2 #219	New	n	1.2 #	Y	n	\$20.00	\$15.00	4
	<p>■ Mag & Game. 2 more battles from the Spanish Civil War to complement those in the first set. Includes Guadalajara, March 1937, and the last Republican offensive at Penarroya, Jan. 1939. 280 counters, 1mi/hex, 1day/turn, btl/nrgt/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.</p>								
148094	Sparta vs. Athens #286	New	n	0.9 #	Y	n	\$34.00	\$30.00	1
	<p>Last copy. ■ Mag & game. Game is a strategic-level study of the Peloponnesian War, 431-400BC, using a point-point style map. Emphasis is on leadership. Both land & naval strength is important, as is the ability to mount sieges and the unique, coalition-style city-state structure of Greece at the time. 1 scenario for the Archidamian War, plus the full campaign game. 1yr/turn (with 4 seasonal phases); 1"/18mi, 280 counters, 300-3000men/counter. T.Garland'14 / ARTICLES ON: the Peloponnesian War; Napoleon's Naval Strategy; Doughboys on the Marne, 1918; Pakistan's War Against the Taliban; the Siege of Saucy Castle, 1204; the battle of Fraustadt, 1706; Charge of the Royal Savoia [Italian Cavalry in the USSR]; the war on Mindanao, Indonesia 1972-75.</p>								
126704	They Died with Their Boots On, v2 #242	New	n	1.0 #	Y	n	\$27.50	\$22.50	1
	<p>Last copy. ■ Mag & Game. 2 games of US Army campaigns: Mad Anthony is a game of the war for the Ohio area, 1791-4. 1-4wks/turn, 10mi/hex, btl/nrgt level. Pershing covers the US cross-border invasion of Mexico in pursuit of Pancho Villa, 1916-7. 1mo/turn, 10mi/hex, rgt/brig. 280 counters. J.Miranda'07 / ARTICLES ON: US Campaign in Mexico, 1916-7; Mad Anthony Way & the Legion of the US; the BEF in 1940; the 1979 Sino-Vietnamese War; Black Ops: Project Aurora; the battle of Pharsalus, Legion v Legion; battle of Long Tan, Aug 1866.</p>								
104281	Trajan #145	Mint	n	0.8 #	Y	n	\$45.00	\$35.00	1
	<p>Cherry mint. Last copy. ■ Mag & Game. Strategic level game of the Roman campaigns in the Middle East at the legion level, 114-117AD, when the Parthian Kingdom was conquered. Same system later used in Roman Civil War #157, Germania #175, & Caesar in Gaul #165. Includes the use of strategem counters to represent non-military events. RECOMMENDED. Monthly turns, 200 counters, legion level. J.Miranda'91 / ARTICLES ON: Trajan's Parthian War, 114-7AD; Naval Weaponry of the 1990s; F-15 Eagle Weapon System; Supply Problems in the Am Civil War; German General Officer Casualties in WWII; the Marathon Campaign; ERRATA for Objective Tunis #140 & Hannibal #141.</p>								
82337	Triple Alliance War #245	New	n	1.0 #	Y	n	\$25.00	\$20.00	1
	<p>Last copy ■ 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.</p>								
79561	Twilight of the Ottomans #241	New	n	1.0 #	Y	n	\$15.00	\$7.50	6
	<p>■ Mag & Game. Div/Corp level game of WW-1 in the Middle East from 1914-8. Covers the Ottoman's assault against the Suez, combat in the Caucasus region, and the Allied attacks from Egypt and the Persian Gulf. 2 scenarios covering the two halves of the war, plus campaign game. 140km/hex; 3mo/turn. Articles on the Ottoman Empire in WW1; the Transcaucasia Front in WW1; the Israeli destruction of Iraq's nuclear program; Russia's 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.</p>								
68809	Twilight's Last Gleaming, War v2 #225	New	n	1.0 #	Y	n	\$35.00	\$25.00	2
	<p>■ 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.</p>								
57329	Vietnam Battles: Hue / Op Pegasus #196	New	n	1.0 #	Y	n	\$62.00	\$55.00	1
	<p>Last copy. ■ Mag & Game. Grand tac, btl-n level game of 2 concurrent battles of the Tet Offensive early in 1968: the battle for the city of Hue and Operation Pegasus, the relief of Khe Sahn fire base. Covers the military aspects of these two battles, including special unit abilities, and each battle has 2 scenarios. 0.5-1km/hex, 1-2days/turn, 280 counters. J.Miranda'99 / ARTICLES ON: Battles of Hue, Khe Sahn & Kham Duc 1968; the California Brigade in the Am Civil War; the German Panzerwurmfire anti-tank hand grenade; SCUD Hunting; US Sub Fleet; French de Gaulle aircraft carrier 4m too short; Remote Piloted Vehicles aircraft; south Vietnamese Marine Corp; Rise & Fall of the Luftwaffe; Hannibal, a Stark Appraisal.</p>								

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145703	White Eagle Eastward #156	New	n	0.8 #	Y	n	\$24.00	\$19.00	1
	<p>■ Mag & Game. Russo-Polish War during the summer & fall of 1920. Poland first defends its newfound status as a nation then aggressively attacks the Soviets. Operational lvl. Tense game that goes to the wire every time. 5days/turn, 20mi/hex, brig/div level, 160 counters. T.Kane, C.Cummins'92 / ARTICLES ON: Russo-Polish War of 1920; Napoleon's Egyptian Campaign; Consequences of Napoleon's Empire; Strategic Air War Simulation in the USAF; Graft in the Spanish-Moroccan War of 1911-27; German Losses in WWI by Age Cohort; Demobilization after the Am Civil War; US Occupation of Puerto Rico, 1898; ERRATA for Case Green #152, Vittoria #151, Friedland #151, Croperdy Bridge #148, Red Beach Tarawa #142; MV Frunze & Soviet Total War; USN at Tarawa 1943.</p>								
78727	Winged Horse, War in Vietnam 1965-6 #239	New	n	1.0 #	Y	n	\$35.00	\$30.00	1
	<p>Last copy. ■ Mag & Game. Rgt/div level, strategic level game of the war in Vietnam, 1965-6 during the early stages of the US ground intervention in the country. Emphasizes the US air mobility, communist supply, hidden communist movement, and military OR political victory. 25mi/hex, 1wk/turn. 280 counters. J.Miranda'06 / ARTICLES ON: It's Our War Now, Vietnam 1965; Armies in Vietnam 1965; Kidnapping of Gen. Kreipe on Crete, 1944; 1856 Declaration of Paris; Portugal in WWI; Impact of Rifle-Musket on Tactics; Asante War of 1873; USAAF in Europe, 1942-5.</p>								
Decision Gms Modern War M (Dec MW)		http://www.decisiongames.com							
150798	Axis of Evil, Conflict in Mid-East # 39	New	n	0.9 #	n	n	\$37.50	\$30.00	1
	<p>Last copy. ■ Mag & games. Strategic level game of a hypothetical hot war for control of Middle East by the dominant global & regional powers. Map covers an area from Russia near the Caspian Sea to Afghanistan to Saudia Arabia to the Mediterranean. Uses the neo-con conception of two sides: Russian-led Eurasian forces & a US-led coalition. Uses a variation of Putin's War system, with 62mi/hex, Players must make efficient use of their mobile, static, air & special forces to win based on geographic ojective cities. 3-14 days/turn, corp level. 176 counters. Joseph Miranda'18 / ARTICLES ON: Conflict in the Persian Gulf [Middle East]; A "Preventive" Attack on Northern Korea by the US; Che Guevara's Tricontinental Strategy; Suni-Indian Confrontation on Tibetan Pllateau; Somalia's Al-Shabaab; Russian Nuclear War Then & Now; All Eyes on Idlib Province, Syria; Seychelles Affair, Comic Opera Coup; Legacy of USS Thresher Submarine; AC-130e Gunships in Vietnam.</p>								
150989	Chechen War, 1994-96 # 40	New	n	0.9 #	n	n	\$37.50	\$33.00	1
	<p>Last copy. ■ Mag & game. Includes variant/errata counters for Red Dragon Green Crescent #1 (17), Green Beret #18 (8), Kandahar #21 (4) & Dien Bien Phu #17 (3). Operational level game of the 1st Chechnya War, 1994-96. Russia attempts to quash the Chechan independence movement militarily. The Russian nation has little heart for the conflict, and Chechnya must bog down the war thru effective guerilla action to force a political settlement. The Russian player must be concerned about their national will to fight, and the possibility of the largerCaucasus region seeking independence. 3mo/turn, Btlm/rgt level, 144 counters, 5km/hex. Javier Romero'19 / ARTICLES ON: Eternal War, Chechnya 1994-2009; Geopolitics of Cyberwarfare; MSB Hercules in the Persian Gulf, 1980-88; Anti-Ship Cruise Missiles, an Evolving Threat; Brazil's Prosub Plan; Russian Military Intelligence Threat to the West; Pack Animals in Modern Conflict; Tipping Point or Stasis in Afghanistan; Welcome to the Second Atomic Era; The Putative Legitimacy of Abu Bakr Al-Baghdadi; First Helicopter War: Algeria; Operation Linebacker 1972; a Unified & Nuclear Korean Peninsula.</p>								
151084	Cold Start, Next India-Pakistan War #36	New	n	0.9 #	n	n	\$37.50	\$30.00	1
	<p>■ Mag & game. Two player, strategic level game of the hypothetical crisis should India attempt a sudden and decisive attack on its neighbor, Pakistan. Fast playing & relatively simple. Div/corp level, and focused on the heart of Pakistan along its border with India. Includes the possibility of a nuclear exchange (begun only by Pakistan), as well as limited Chinese intervention on behalf of Pakistan. 176 counters, 35mi/hex, 3days/turn. Ty Bomba'18 / ARTICLES ON: The Next India-Pakistan War; Dawn of Precision Warfare in Vietnam; the Battle of Mosul; Warfighting for the 21st Century; Defending Argentina's Airspace Against Narcos; What Happened to the Bundeswehr; Justice in the South China Sea; Saudi-Yemen Border Wars & Missile Defense; Ireland's Plan to Invade Ulster, 1969; Carrier Capable U-2G Aircraft.</p>								
137409	Combat Veteran #31	New	n	0.9 #	Y	n	\$37.50	\$34.00	1
	<p>■ Mag & game. 2 player game of contemporary tactical combat at the individual infantryman level. Includes historical 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 Exercercise; 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.</p>								
105882	Decision Iraq # 6	New	n	0.9 #	n	n	\$20.00	\$15.00	2
	<p>■ Mag & game. Complex game of the political & military conflict since the US invaded Iraq in 2003. Played on an area map. Views the conflict as one of stability & democracy versus Al Qaeda, Iran & insurgency (nothing about nationalism). Both players employ convention & unconventional forces seeking to enlarge their control & influence in the country & destroy enemy forces, and ultimately "control" Iraq. J.Miranda'13 / ARTICLES ON: Decision Iraq plus design notes; Mixro-terrain in Iraq; Airland Battle Doctrine for Fighting Conventional Wars; US Invasion of Panama; the Soccor 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.</p>								
150805	Desert One War, Persian Gulf 1979-81 #44	New	n	0.9 #	n	n	\$37.50	\$32.50	1
	<p>■ Mag & game. Operational level game of hypothetical US-led invasions in the Persian Gulf in the late 1970s or early 1980s. 2 scenarios covering a US invasion after the Iranian hostage crisis of 1979-81; 1 scenario covers a NATO invasion to sieze Persian Gulf oilfields after an oil embargo. Uses untried units for local, opposition forces. Models aire land & amphibious forces. US air transport is a major constraint. 228 counters, 60km/hex, 3-10days/turn, rgt/brig/div level. Joseph Miranda'19 / ARTICLES ON: Military Conflict in the Persian Gulf 1978-81; Congo's Shaba Wars, 1977-8; Hill 3234, Afghanistan 1987; Operation Eastern Exit, the Mogadishu Evacuation 1991; Tank Tuning, Cuban Style; Will Turkey Leave Nato?; Australia's New Defense Posture; A Port on the Med (Tartus, Syria); Venezuela 2019; Systems Warfare; Israel Strikes, the Next Middle East War; Baltic Defence College in Estonia; M249 Squad Automatic Weapon.</p>								
150799	Dragon & the Hermit Kingdom #45	New	n	0.9 #	n	n	\$37.50	\$32.50	1
	<p>Last copy. ■ Mag & game. Game of a hypothetical 2nd Korean War in the immediate future in which northern Korea & China press a suprise attack on the south to unify the country. Game represents a precursor to earlier game, Dragon That Engulfed the Sun. Map covers Manchuria & the Korean peninsula. Unit types include land, air, air defense & cyber. 36mi/hex, brig/div level 176 counters. Eric Harvey'19 / ARTICLES ON: Geopolitics of the Western Pacific & Korea; Fire Support Bases in Vietnam; Invasion of Panama 1989, Operation Just Cause [sic]; Yom Kippur War in the Golan, 1973; Tribal Wars; Turkey's Nuclear Aspirations; Malaysian Naval Transformation, Iran's Choke Point; Battle of Medina Ridge, 1990; Nex Arms Race, Hypersonic Weapons; Russian Tank Developments.</p>								
148812	Drive on Pyongyang # 5	New	n	0.9 #	Y	n	\$29.00	\$27.50	1
	<p>Last copy. ■ Mag & game. Game covers the highly problematic and hypothetical situation where a US-led coalition launches a conventional ground war to eliminate the regime in northern Korea (and more than a bit of fantasy envisioning the whole job lasting but a month, and that the northern Koreans have very little ability to actually use their WMDs). Its a race to finish the job before logistic problems domestic politics pull the plug. Simpler mechanics & a larger scale, yet still with 280 counters. Map covers all of Korea north of Seoul. Brig/div/corp level, 8mi/hex, 2day/turn. T.Bamba, J.Miranda'13 / ARTICLES ON: War in Korea, c2013; the 1982 Falklands/Malvinas War; Selous Scouts: Rhodesian special forces in the 1964-79 Bush War; XB-70, the Mach 3 Bomber that Failed; War Moves into Space: Anti-Satellite Programs; Military Micro-Bots; Gen. Walton Walker & the Defense of Pusan, Korea, 1950.</p>								

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150357	Enduring Freedom, Afghanistan 2001-2 #30	New	n	0.9 #	n	n	\$34.00	\$30.00	1
	Last copy. ■ Mag & game. Operational level, solitaire game of the US-dominated & inspired invasion of Afghanistan. Begins in 2001 and concludes after Operation Anaconda in 2002. Player controls the so-called coalition of the willing. Goal is to destroy Al Qaeda & the Taliban, and establish a stable Afghanistan, a political reading of the war's purpose which ignores the Bush administration's grander aims in the world. Area move on a rather bland map of all of Afghanistan. Includes much of the multi-dimensional aspects of modern war. 176 counters. Joseph Miranda'17 / ARTICLES ON: US Invasion of Afghanistan 2001; Operation Kavkaz, Soviet Presence in Egypt, 1970-72; Uncertain Future of the Aircraft Carrier; Global Terrorism, Insurgency & Guerrilla Warfare in the 21st Century; Bolivia's Landlocked Navy; Nordic Model & Swedish Conscription; Indonesian Military Upgrades; the New Iraqi Republican Guard; US Navy's Littoral Combat Ship; 6 Generations of Jet Fighter.								
132823	Fallujah 2004, City Fighting in Iraq #23	New	n	0.9 #	Y	n	\$25.50	\$22.50	1
	Last copy. ■ Mag & game. Solitaire game covering the US-led coalition's fight for the Iraqi city of Fallujah in April & 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 & the Warsaw Pact; First Commonwealth Division, 1950-3; Border War, South Africans & 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.								
110279	Greek Civil War #11	New	n	0.9 #	Y	n	\$20.00	\$15.00	1
	Last copy. ■ Mag & Game. Game covers the Greek Civil War, 1947-9, as communist-leaning populace takes on the Greek government in war for hearts & minds reflected in a political index for each side (0-99). 280 counters, area move. B.Train'14 / ARTICLES ON: Civil War in Greece 1943-9; the French Expeditionary Corps in the First Indochina War; Honchos, Russian Pilots in the Korean War; the Lost Art of Tracking; Cold War Armor, the M24 Chaffee Light Tank; Israel's Navy; Hezbollah v the IDF in Close Combat; US Airpower in the Cold War.								
149344	LZ Albany #24	New	n	0.9 #	n	n	\$37.50	\$33.00	1
	Last copy. ■ Mag & game. Covers the ambush of US air cav units (2nd btl, 7th Cav) in Nov 1965 in the Pleiku area of southern Vietnam that immediately followed another engagement nearby. 1hr/turn, impulse system, pltn level, 176 counters, area move. J.Poniske'16; ARTICLES ON: Ambush at LZ Albany 1965; South China Seas, the New Dragon's Lair; Egypt's Sinai Insurgency; Cenepa War, Peru v Ecuador, 1995; Tankers in the Gulf; Colombian Mercenaries in Yemen; Novo Selo Training Area in Bulgaria; Northern Korean Nukes; Assad's Strategy in Syria; Operation Vantage, Kuwait 1961; Threat Perception & Encirclement in Asia; Cold War Fighters, the LIM-series Fighter-Bombers.								
147432	Objective Hamburg #55	New	n	0.9 #	Y	n	\$99.00	\$89.00	2
	■ Mag & game. Final issue of Modern War Magazine. 5th & final installment of this series of games on WWII in Europe in the mid-80s. Covers the first 4 days of a Soviet attack thru the northern German plain around Hamburg & Bremen. Soviet chooses one of 3 set of victory conditions, 2 of which are geographical & the other is exiting off the west edge. 2.5mi/hex, 360 counters, Btl/Regt level, 8hrs/turn. Ty Bomba'21 / ARTICLES ON: War in Europe in the 1980s, the North; Operation Game Warden, the Mekong Delta, 1965-8; Indonesian Malasian Confrontation, 1963-6; the Second Chechen War, 1999; US Army in the Arctic; Chad Repels an Invasion; Syrain Exports; USS Newport News, Last Big Gun Heavy Cruiser; the 1974 Turkish Invasion of Cyprus; The Argentine San Luis submarine patrol during the 1982 Falklands War; Missiles & Geese.								
145874	Objective Kassel #53	New	n	0.9 #	Y	n	\$99.00	\$89.00	1
	Last copy. ■ Mag & game. Fourth game in a planned series 5 games called 7 Days to the Rhine, each of which is stand-alone but also mateable to form a large game of World War III in central Europe in the 1980s. This game covers Germany between the cities of Kassel & Hannover. Considers electronic warfare, refugees, air power. Victory is by geographic control. 280 counters, 4km/hex, btl/regt level, 8hrs/turn. Ty Bomba'21 / ARTICLES ON: Objective Kassel & the War in Europe in the 1980s, pt.4; Guinea-Bissau War of Independence, 1963-74; Tanks in the Central Highlands of Laos, 1971; Iran's Seizure & Occupation of Abu Musa & Tunb Islands off the UAE; War in Tigray; DOD Tests Hi-Powered Microwave Weapons; Chinese Navy Now the Largest; Arms for the Emirates; Fiscal Parthian Shot; Coalition Suppression of Iraqi Air Defenses during Desert Storm, 1991; Is the Concept of Total War Dead?; Pacific Flashpoint, South China Sea.								
144016	Objective Munich #49	New	n	0.9 #	Y	n	\$99.00	\$89.00	1
	Last copy. ■ Mag & game. Second game in a planned series 5 games called 7 Days to the Rhine, each of which is stand-alone but also mateable to form a large game of World War III in central Europe. This game covers southern Germany from the Czech border to Munich in the SW corner of the map. Considers electronic warfare, refugees, air power. Victory is by geographic control. 280 counters, 4km/hex, btl/regt level, 8hrs/turn. Ty Bomba'20 / ARTICLE ON: War in Europe in the 1980s; Strategic Air Command European Operations, 1946-65; Israeli Navy from 1949-67; The US Marines & Helicopter Warfare; Mercenary Diplomacy in Mozambique; Will the US Pull Troops from Germany?; Singapore, a Poisonous Shrimp; Lessons Learned in Syria; Bob Denard, Warrior King & Pirate of the Republic [of Congo]; Airpower Evolution; Vietnam Winner, the Bicycle!; Israel's Dilemma: Begin Doctrine v Nuclear Proliferation.								
137530	Oil War, Iran Strikes 2nd # 2	New	n	0.9 #	n	n	\$27.50	\$20.00	1
	2014 reprint. Last copy. ■ Mag & game. 2014 reprint. Game is a reworking of the theme of an earlier game by this title with a Neocon twist. Focused on Iranian strategic alternatives in the time frame of 2013-7 presuming an Iranian nuclear capability, with a simpler design. What would happen if this current boogeyman launched a conventional war in one direction or another when they have The Bomb? 228 counters, 18mi/hex, 3days/turn, Brig/div/corp level. T.Bomba'12 / ARTICLES ON: Oil War, Iran & the Military Balance in the Persian Gulf (lengthy); Israeli OoB at Chinese Farm, Oct. 1973; Fire Support Base Mary Ann, Vietnam, anatomy of a disaster 1971; American drones at war; the Hashim Portable Greandre Launcher RPG-32; US F4 Phantom II Fighter-Bomber; Today's Sci-Fi Military Technologies.								
136151	Soyuz '81 # 38	New	n	0.9 #	n	n	\$25.00	\$17.50	1
	Last copy. ■ Mag & games. Simpler, 2-player game covering the possibilities of a hypothetical Soviet attack on Poland in 1981 as Poland began to distance itself from Soviet orbit. Soviet forces including those of eastern Germany & Czechoslovakia attack from all sides. Soviet success depends on getting Poland to toe the line without expending inordinate amount of military & political capital in doing so. Such capital is measured in activated Warsaw Pact units, destroyed units, captured & recaptured cities, and Soviet control of the rail network supplying Soviet forces in eastern Germany deterring a NATO response. 16m/hex, 3days/turn, div level, 176 counters. Ty Bomba'18 / ARTICLES ON: Soviet Plans to Invade Poland; Liberation of Kuwait, 1991; 1982 Hama Uprising in Syria; Russian Naval Renaissance; Peru's Shining Path Today; NATO's Deterrence of Russian Aggression; China in the Arctic; Isis & Hamas; Rescuing the Yazidis of Iraq; Khasham Turkey Shoot, Russian-Syrian Force Beaten by a Kurdish-US force in Syria; Red Air Force 1945-53,								
105874	Vietnam Battles: Iron Triangle # 7	New	n	0.9 #	Y	n	\$35.00	\$25.00	2
	■ Mag & game. Game of two campaigns by US forces in Vietnam. The first covers a campaign into the Iron Triangle, an area of dense jungle close to Cambodia & NW of Saigon, in early 1967. The other, Snoopy's Nose, covers the US 9th Inf riverine & helicopter penetration of remote areas of the Mekong Delta, mid-1967, in an attempt to restrict Viet Cong access to the Mekong River. 0.5mi/hex, 200 counters. E.Harvey'13 / ARTICLES ON: Vietnam Battles: Snoopy's Nose & the Iron Triangle, 1967; the Second Congo War, 1998-2003; Robert Thompson, Counterinsurgency Mastermind; National Traing Center in the 1980s, Forge of Victory; LRASMs, Long Range Anti-Ship Missiles; the Venezuelan Army Today; Barry Goldwater of the USAF.								

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Part#	Game Title & Edition	General Condtn	Box	Weight (Lbs)	Out of Print ?	Errata Included	Normal Price Cash-Basis	Buy-Now Cash Liquidtn Price	Qty Avail
150356	Visegrad 4, the Coming War in Europe #16	New	n	1.2 #	Y	n	\$36.00	\$30.00	1
<p>Last copy. ■ Mag & game. Game covers a hypothetical conflict between the 4 Visegrad eastern European NATO nations centered on Poland (w/ Czech, Slovakia, Hungary). Could the Russians attempt to regain their dominance with a declining US influence? Polish energy developments have made them a prime economic competitor for Russia, setting up the potential situation. 176 counters, 56km/hex, 1wk/turn, div level. Game's background reads like a neo-cons nightmare fantasy. E.Harvey, D.March'15 / ARTICLES ON: Visegrad 4, Russian Resurgence in the 2010s; Putin as Warlord Today; Sigma '64, Ignored Vietnames Wargames; Matthew Ridgway, first Cold War general; AirSea Battle, the future of Aero-Naval warfare; French Foreign Legion's 13th Demi-Brigade, an Interventionist Force; What Went Wrong with the Iraqi Army?; Russian Attack Helicopters.</p>									
Decision Gms World at War (DecWaW)		http://www.decisiongames.com							
127550	Afrikakorps, Decision in the Desert #11	New	n	1.0 #	Y	n	\$32.50	\$29.00	1
<p>Last copy. ■ Mag & Game. Includes 56 errata counters for Coral Sea & Players Aid Card w/key tables (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 Airborn Operations.</p>									
90271	Arriba Espana! 4th # 8	New	n	0.9 #	Y	n	\$25.00	\$19.00	1
<p>Last copy. ■ Mag & Game. Includes 16 variant counters for Barbarossa #1 (Command mag). 4th edition of this now-enlarged game of the Spanish Civil War, 1936-9, played on an area-move map of Spain, w/ 280 die cut color counters. A decent, playable game of this bitter civil war. Brig/div level, 3mo/turn. B.Train'09 ARTICLES ON: Strategic analysis of the Spanish Civil War; Patton's raid on Hammelburg; CCB, 10th Armor US, savior of Bastogne; T-34 tank crew & layout; CMD Barbarossa #1 variant; Longest Day & Patton movies as history; 4 chaplains 1943; Rubber in WWII US; Japan's oilers & tankers in WWII; Slovakia in WWII; Soviet army's organization at the start of WWII.</p>									
148657	Balkans 1944 #81	New	n	0.9 #	n	n	\$37.50	\$32.50	1
<p>Last copy. ■ Mag & game. Game of the Soviet offensive into the Balkans in mid to late 1944, together with the ongoing Yugoslav guerrilla war throughout the Balkans. The Balkans were critical to the German economy thru their resources. Soviets must secure as much territory as quickly as possible, while the Axis player (with German, Hungarian & Croatia forces) seeks to delay them as long as possible. Soviet HQ units represent army & logistical resources that aid attacks. British & German special forces are available. Political events are reflected via event chits. Victory is determined by besting historical results. 176 counters. Brig/Div/Corp level, 30mi/hex, 10days/turn. '22 / ARTICLES ON: the Balkans, Aug-Nov 1944; War Plans of the Japanese Imperial Navy, 1922-41; Mexican & Brazilian Air Forces in World War II; US Mechanized Cavalry in World War II; Indian National Army in Service of German Army in World War II; Malta Mayhem; Proximity Fuses on Bombs; German 150mm AA Gun.</p>									
139216	Breakout, First Panzer Army #69	New	n	0.9 #	n	n	\$39.00	\$34.00	1
<p>Last copy. ■ Mag & game. Game of the breakout of the German 1st Panzer Army in northwest Ukraine in the spring of 1944, after the Soviets enveloped it. Set in late winter, weather & ground conditions are major variables affecting movement & air support. Success often depends on each sides ability to concentrate forces including special units & artillery for key attacks, and the Soviets can be limited by their supply lines. Div/corp level, 176 counters. Ty Bomba'19 / ARTICLES ON: Breakout of the German 1st Panzer Army, March-April 1944; British Pacific Fleet, 1944-5; US Army Military Police in World War II; German Annihilation War, Planning & Implementation; German Super-Heavy Tank Projects, 1941-5; Rome 1943, America's First Italian Advance; Wermacht Special Forces in World War II.</p>									
131551	Duel in the North #48	New	n	0.9 #	n	n	\$27.50	\$20.00	2
<p>■ Mag & game. Includes one errata counter for Red Tide West. Game of Army Group North's drive on Leningrad during the summer of 1941, June-Sept. Uses the Sedan game also used in Tobruk & Duel on the Steppe, including a unit activation system. Single scenario, with both historical & free setups. 12.5mi/hex, Div level, 228 counters. Map is larger & covers a broader area than Leningrad game on same subject. P.Youde'16 / ARTICLES ON: Army Group North's Campaign in 1941; Development of Allied Close Air Support in the European Theater of WWII; the Third Battle of Changsha, China, Dec 1941-Jan 142; Melvin Purvis, FBI Agent, in WWII; Origins of British WWII Commandos; German Flackpanzers in WWII; Orde Wingate, Lawrence of Ethiopia; Rangers at Pointe du Hoc.</p>									
151096	Eisenhower's War # 60	New	n	0.9 #	Y	n	\$37.50	\$34.00	1
<p>Last copy. ■ Mag & game. Published with 40 variant/errata counters for Midway Solitaire #54, with 1pg of variant rules. Game is a two player contest covering the last 11 months of World War II in northwestern Europe. 40mi/hex, 1-2mo/turn, corp level. Victory is measured against historical performance. Well-suited to solitaire play. 144 counters. 2 scenarios: historical & alternate invasion locations. Ty Bomba, Doug Johnson'18 / ARTICLES ON: Midway Solo #54 variant that extends the game and adds a few added units; Eisenhower's War, Ike as Strategist; Aleutians Campaign in Alaska in WWII; Neutralizing the French Fleet in 1940; Debrecen, the Last Hungarian Victory; Shanghai Under Japanese Occupation 1937-45; USS Silversides (Sugmarine); Trophy Panzers, Soviet's Captured German Tanks; Battle of Midway.</p>									
125241	Escape Hell's Gate, Korsun Pocket #57	New	n	0.9 #	n	n	\$20.00	\$12.00	3
<p>■ 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.</p>									
88450	Finnish Front, 1941-42 # 5	New	n	0.8 #	Y	n	\$35.00	\$30.00	1
<p>Last copy ■ Mag & Game. Div-level game using the They Died with Boots On game system covering what the Finns call their Continuation War from 1941-2 with the Soviets. Covers all of the Finnish front from Leningrad to Petsamo. 1mo/turn, 23mi/hex, brig/div level. J.Miranda'09 / ARTICLES ON: Finnish Front 1941-2; Disaster to Victory at Omaha Beach 1944; Ribbentrop, an SS Commander; Saburo Sakai, Japan's highest scoring surviving "ace" in WW2.</p>									
134815	France Fights On #39	New	n	0.9 #	n	n	\$29.00	\$17.50	1
<p>■ Mag & game. Includes ERRATA & errata counters for: Norway 1940 (54), Ghost Division (60), Rhineland (24). Game of the hypothetical situation in June 1940 had the French government not capitulated but instead sought to evacuate itself and as much of the French army as possible to northern Africa to continue resistance. The Germans must seek to destroy as much of the French army as possible within a month's time lest events severely disrupt Germany's timetable for the next year of the war. 2days/turn, 8mi/hex, 288 counters. T.Bomba'14 / ARTICLES ON: The What if Had France Fought On in 1940; the Soviet Gulag Network & Penal Battalions; Kamikazes Over Okinawa; Hitler's Headquarters, the Wolf's Lair; the Alaskan-Canadian Highway in World War II; the Bombing of a US Ship Off Italy Carrying Poison Gas, 1943.</p>									
89487	Greater East Asia War # 6	New	n	0.9 #	Y	n	\$40.00	\$34.00	1
<p>Last copy. ■ 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.</p>									

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103955	Green Hell, Burma 1943-4 # 28	New	n	0.9 #	Y	n	\$24.00	\$16.00	2
	<p>■ 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.</p>								
118929	Keren 1941, East Africa # 25	New	n	0.8 #	Y	n	\$22.50	\$18.00	1
	<p>Last copy. ■ Mag & game. Grand tactical game of the battle of Keren in Italian East Africa, Feb-Mar 1941, as the Italians & local allies put up their stiffest defense of the entire war, requiring 3 Allied assaults to break their defense. 220yd/hex. Includes factors unique to the difficult fighting in remote positions. 228 counters, 200m/hex, btl level, 2 scenarios. D.March, E.Harvy'12 / ARTICLES ON: the Battle of Keren, 1941 & designer's notes; Analysis of Juno Beach, D-Day 1944; Japanes v US strategic planning in the Pacific; German strategy in 1945; How WWII changed US currency.</p>								
95215	Leningrad '41 #17	New	n	0.8 #	Y	n	\$25.00	\$20.00	2
	<p>■ 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, btl/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.</p>								
149357	Manstein's War, Decision in West #84	New	n	0.9 #	A	n	\$37.50	\$30.00	2
	<p>■ Mag & game. Game of the German attack into France & Belgium in May-Jun 1940. Uses a version of the They Died w/ Boots On game system which uses chits to activate army-level commands & in some cases altering rules to the player's advantage. Corp/army level, 176 counters, 12hr/turn, 25mi/hex, army/corp level. Joseph Miranda '22 / ARTICLES ON: Strategy & Operations in the West, 1940; Odessa 1941; B-17s Over Java early in WWII; Nazi Deception Propaganda; Macau in WWII; Soviet Air Raids on Berlin, 1941; German Sonars & Hydrophones; Project Pigeon,</p>								
149355	Munich War #74	New	n	0.9 #	n	n	\$37.50	\$32.00	1
	<p>■ Mag & game. Game of the possibility of war thruout Europe in 1938, had the British & French not backed off at the Munich conference concerning the Sudetenland & Czechoslovakia. Basically, World War II begins in 1938. Diplomatic alliances are determined prior to the game, and then the game covers the first two months of war. Objective is to sieze a dominant position from which to continue the war. 176 counters, 40mi/hex, 1wk/turn, corp/army level. Joseph Miranda'20 / ARTICLES ON: World War II Beginning in 1938; Indian Army in WWII; Air Battle at Kursk; Hungarian Disaster on the Don River, 1942; Dunkirk Disaster; the Luftwaffe's Kamikaze; USN PC-461 class Patrol Craft.</p>								
148652	Operation Jupiter, Norway 1942 #76	New	n	0.9 #	Y	n	\$39.00	\$34.00	1
	<p>■ Mag & game. With 63 errata & variant counters for Great Pacific War #70 (53), Munich War #74 (8), Cruise of Graf Spee (2). Game of the first 30 days of Churchill's Operation Jupiter plan to invade far northern Norway & Finland in the fall of 1942, an alternative to the Torch invasion of Africa. The allies seek to deny the air & naval bases being used to interdict convoy routes to the USSR or to defeat the German 20th Mtn Army. Regt/Div level. 176 counters, 10mi/hex, 3days/turn. Ty Bomba'21 / ARTICLES ON: Variant rules for Great Pacific War #70 & Munich War #74; Operation Jupiter, Invasion of Norway 1942; Fort Drum in Manila Bay; Battle of the Kiev Salient 1943; Hollandia, New Guinea, April 1944; Anzio & Cassino 1944; Sinking the Japanese carrier Shinano; Royal Navy's 2-pounder AA Gun; General der Panzertruppen Ludwig Cruwell.</p>								
137206	Operation Typhoon # 65	New	n	0.9 #	n	n	\$29.50	\$25.00	1
	<p>Last copy. ■ 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).</p>								
132370	Pacific Battles, Shanghai #42	New	n	0.9 #	Y	n	\$25.50	\$19.00	1
	<p>Last copy. ■ Mag & game. Game is third in the Pacific Battle series, and covers the Japanese conquest of the strategic Chinese city of Shanghai between Aug-Nov 1937. Success depends on effective management of land & air forces as well as logistics between two large armies. 228 counters, rgt/brig/div level, 1wk/turn. J.Miranda'15 / ARTICLES ON: Battle for Shanghai, 1937; Rundstedt in Normandy, 1944; the German Anti-Partisan War in the Ukraine; Food as Strategy [& weapon]; What if Japan Hadn't Surrendered?; German Exploitation of Antarctica & New Swabia; Darwin 1942, Australia's Pearl Harbor; SS Normandie Fire.</p>								
114919	Sedan 1940, Decisive Btl for France #24	New	n	0.9 #	Y	n	\$39.00	\$32.50	1
	<p>Last copy. ■ Mag & game. Game of the key portion of the campaign on the west front, 10-17 May 1940, focused in the area around Sedan & just beyond the northern end of the Maginot Line where the German breakthrough occurred. Victory is determined by the number of German units across the Meuse River. Btl level, with air & artillery. 228 counters, 2mi/hex, 1day/turn. P.Youde'12 / ARTICLES ON: Sedan, 10-15 May 1940 + designer's notes; Airpower in the Spanish Civil War; Japanese armor doctrine; Op Carnivore, destruction of Second Shock Army Spring 1942; Vichy Dakar, 1940; coccodiles defeat Japanese on Ramree Island, 1945; 6th Pzr's attack at Kursk; unlucky USS Wm Porter; review of TSWW Balkan Fury.</p>								
94447	Soft Underbelly, Southern Italy 1943 #15	New	n	0.9 #	Y	n	\$24.00	\$19.00	1
	<p>Last copy. ■ 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</p>								
131565	Stalin Moves West #58	New	n	0.9 #	Y	n	\$32.00	\$25.00	2
	<p>■ Mag & game. Game covering the hypothetical situation had Germany not invaded the USSR, but instead the USSR invaded greater Germany about 1941. Soviet units have an untried side. Multiple scenarios depicting various what-ifs including Germans focus on the west, a preemptive strike and no Soviet purge in the 1930s. 176 counters. 70km/hex, 1mo/turn, corp/army level. Joseph Miranda'17 / ARTICLES ON: Stalin Moves West; Juno Beach, Black Sand, Red Beach, Battle of Iwo Jima; Nazi Suicide Squadron; Reggimento Volontari Tunisini; Success & Failure of Germany's Blitzkrieg; Heinkel He-277 Bomber.</p>								
<p>Game Designers Workshop (GDW) http://</p>									
122907	2300AD RPG: Deathwatch Program	Excel	Bk	0.4 #	Y	n	\$2.50	\$0.50	1
	<p>■ Adventure sourcebook for the 2300AD RPG. Players are offered \$ to transfer a single passenger from Corpus Cristi TX to Monterey 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</p>								

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Game Publicatns GAME FIX (GPGGFx)								http://	
22921	Among Nations #9	New	n	0.6 #	Y	n	\$3.00	\$1.00	1
<p>■ 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.</p>									
5895	Chicken of the Sea #3	Mint	n	0.6 #	Y	n	\$5.00	\$3.00	
<p>Last copy. ■ Mag & Game. Small game of naval combat at Drepanum, 249BC, between oar-powered galleys in the 1st Punic War. 300m/hex, 5min/turn, 100 counters. R.Berg'94 / ARTICLES ON: US Marine Air Wing; the Bayonet; the Browning M2 Heavy Machine Gun; Battle of Trebia, 218BC; Naval Combat during the Punic Wars & the Battle of Ecnomus; the Zen of Wargaming; ERRATA for Thapsos & Alexandria #1; Wargaming Standards: counters & maps.</p>									
Gamers (% MMP) (Gamers)								http://www.multimanpublishing.com	
128905	Gamers 1996 Vanity Counters	Mint	n	0.0 #	Y	n	\$0.50	\$0.25	
<p>■ 13 vanity counters from Gamers' 1996 REPL & VARIANT countersheet. These have no real value in games. No rules.</p>									
42543	Gamers Repl Counters 1992	New	n	0.2 #	Y	Y	\$4.00	\$0.50	11
<p>May have some label residue on face of some counters. ■ 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</p>									
64761	Gamers Repl Counters 1994	New	n	0.2 #	Y	n	\$5.00	\$2.50	1
<p>Last copy. ■ Repl counters & errata for GD'40 (8), Matanikau (3), Ardennes (8), Gud Blitz 1st (120), Total 140. '94</p>									
64770	Gamers Repl Counters 1995	New	n	0.2 #	Y	Y	\$8.00	\$6.00	1
<p>Last copy. ■ 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</p>									
128898	Guderian's Blitzkrieg 1st: ERRATA COUNTR	Excel	n	0.0 #	Y	n	\$1.00	\$0.50	
<p>■ 1 errata counter from Gamers' 1992 REPL & VARIANT countersheet. No rules.</p>									
49254	Malvern Hill: Revised Map PARTS	Mint	n	0.0 #	Y	n	\$15.00	\$12.50	
<p>Revised map, only. Mint. ■ Revised map H. Map has revised TRC & fits better when all 9 maps of the series are mated.</p>									
128890	Marengo: VARIANT LEADER COUNTER (1)	Excel	n	0.0 #	Y	n	\$0.50	\$0.25	
<p>■ 1 variant leader counter from Gamers' 1997 REPL & VARIANT countersheet. No rules.</p>									
128884	Raging Storm: Errata Counters (43)	Mint	n	0.0 #	Y	n	\$1.00	\$0.25	
<p>■ 43 errata counters from the Gamers' 1998 Repl & Variant countersheet. No rules.</p>									
128895	Stalingrad Pocket, 1st: VARIANT CTRS(15)	Mint	n	0.0 #	Y	n	\$1.00	\$0.50	
<p>■ 15 variant counters providing the units for the variant published in Operations Mag #6. From Gamers' 1992 REPL & VARIANT countersheet. No rules.</p>									
GMT Games (GMT)								http://www.gmtgames.com	
151268	Barracks Emperors, Time of Crisis	New	BC	3.0 #	n	n	\$33.00	\$29.00	1
<p>■ 1-4 player card game set during the Roman Time of Crisis in the 3rd Century, where 45 men made claim to be emperor. Players accumulate & deploy political influence (given by their cards) in an effort to claim the emperorship for one of their boys. Basically a trick-taking game in a unique way. Every card can be played in two ways, making for tough decisions. Includes a simple solitaire module. Low complexity, 116 cards, 6 counters. Brad Johnson, Wray Ferrel'23</p>									
150252	Combat Commander: Paratroopers Kit 3rd	New	Fo	0.5 #	Y	n	\$14.00	\$12.00	1
<p>■ Battle pack #1. 2nd Reprint of this kit providing 2 double-sided maps & six scenarios, plus addtl rules, adding paratroopers to the CC game system. '20</p>									
148928	Panzer 5th: AFV Data Card Repl Set	New	n	0.4 #	n	n	\$2.50	\$0.50	2
<p>■ Complete set of AFV data cards, reprinted so that each nationality is on separate cards to ease play. An optional but convenient fix to a minor problem.</p>									
1224	Silver Bayonets 1st	Excel	BC	1.4 #	Y	Y	\$15.00	\$10.00	
<p>Punched & played, but clean & complete. ■ 12 scenario game of the conventional battle for the la Drang Valley early in the US's 2nd Vietnamese War, 1965. The NVA sends a full division against the lightly held area in the highlands of central southern Vietnam & the town of Pleiku. The newly arrived 1st Air Cav reinforced the desparate ARVN defenders & a tough, month-long battle ensued. Company level, with integrated movement & combat, limited intelligence. 12 scenarios including what-ifs. 200 counters, 1day/turn, 1mi/hex. CSR Award for Best Post-WW2 Game in 1990. G Billingsley'90</p>									
150200	Time for Trumpets, the Btl of the Bulge	New	DC	5.8 #	n	n	\$82.00	\$75.00	1
<p>■ Larger, battalion-level game of the Battle of the Bulge, Dec 1944, using ideas from earlier Bitter Woods & Wacht am Rhein games. Units activated thru HQs, formation & supply are key, as well as weather, defensive positions, infiltration, Kampfgruppe Peiper, exploitation movement. Includes historical campaign, plus 6th Panzer Army, 5th Panzer Army Relief of Bastogne, and the Race to the Meuse scenarios. Complex, with high solitaire suitability. 6hrs/turn, 1mi/hex5 maps, 12 countersheets. Playable game system despite size. Bruno Sinigaglio'20</p>									
150917	Twilight Struggle, Cold War 1945-89 11th	New	BC	3.6 #	n	n	\$40.00	\$34.00	1
<p>■ Deluxe edition; 2021 reprint of this immensely popular, 2-player game of the Cold War thru the fall of the Soviet Union, 1945-1989. Covers the secret intrigue as well as the small hot wars in which the USSR & the western allies used hapless proxies to further their ends. 2 countersheets, 110 cards, mounted map. Ananda Gupta, Jason Matthews'21</p>									
150779	Vietnam 1965-75 2nd	New	DC	3.4 #	n	n	\$52.50	\$45.00	1
<p>■ Update of this well-regarded, complex 3-map, 6 countersheets, BtlN-lvl game of Vietnam war, clarifying past ambiguities, updating the graphics, and enlarging the counters & hexes to 9/16". 1965-75. Multiple scenarios & 2 campaign games. Awarded Best Graphics & Best 20th Cent game in '84. 6wks/turn, 6mi/hex, btlN/regt level. NickKarp'22</p>									
148516	Wing Leader, Supremacy 1943-45 2nd	New	DC	4.8 #	n	n	\$51.00	\$42.50	1
<p>■ 2022 reprint. Second in an intended series of faster-playing games covering massed aerial combat in WWII in a unique & intuitively understandable way. This second game in the series covers theperiod in the last 2 years of the war in which the Allies gained dominance in the air. Presents squadron & flight-sized air battles using a unique side-view of the air space. Includes both European & Pacific theaters, with 48 aircraft from 7 nations' aircraft represented. Includes jet fighters & kamakaze attacks against picket defenses. Includes detailed air crew quality & special weapons like rockets. 4 countersheets, mounted map. L.Brimmicombe-Wood'22</p>									

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Part#	Game Title & Edition	General Condtn	Box	Weight (Lbs)	Out of Print ?	Errata Included	Normal Price Cash-Basis	Buy-Now Cash Liquidtn Price	Qty Avail
Heat of Battle (HOB)		http://heatofbattlegames.com							
133874	ASL:Firefigts Kit #2	New	Fo	0.5 #	G	n	\$25.00	\$20.00	1
■ Kit providing 6 small, intensive firefight scenarios from France 1940, east Africa & west front '44-5, plus 6 half-map overlays designed for maps #1,14,19,26-31,33. '05									
136842	ASL:Heat of Battle Waffen SS Update Kit	New	Fo	0.4 #	Y	n	\$25.00	\$20.00	1
Last copy. ■ 14 revised scenarios culled from the Waffen SS 1 & 2 kits, No Quarter No Glory & Fuhrer's Fireman. No counters, just scenarios for your gaming pleasure. '07									
87019	ASL:King of the Hill/Berlin Red Veng ERR	New	n	0.1 #	Y	n	\$0.25	\$0.10	10
■ 1 page of errata to HOB King of the Hill and Berlin Red Vengeance.									
Legion Wargames (Legion)		http://www.LegionWargames.com							
150173	Fire on the Mountain	New	BC	1.3 #	n	n	\$40.00	\$36.00	2
■ Game of Sept 1862 actions around Turner's Gap & Fox's Gap during the Confederate invasion of the north that year, and Stonewall Jackson's siege of Harper's Ferry. 3 Confederate brigades, later reinforced by 2 of Longstreet's divisions, are charged with blocking three Union corps. Ultimately, only the Union's delay allowed the Confederates to avoid defeat. 218 counters, brig level, 300yd/hex, 1hr/turn. John Poinske'22									
Mayfair Games (Mayfr)		http://www.coolgames.com							
95854	Empire Builder, 3rd: Artwork PRINT	New	TB	0.5 #	Y	n	\$4.00	\$2.00	
■ Distributed as a promotional item, this is a rolled print of the illustration used on the 3rd ed box, a steam locomotive.									
95855	Empire Builder, 3rd: Artwork PRINT	New	TB	0.5 #	Y	n	\$4.00	\$2.00	
■ Distributed as a promotional item, this is a rolled print of the illustration used on the 3rd ed box, a steam locomotive.									
95853	Empire Builder, 3rd: Laminated Board	New	TB	0.0 #	Y	n	\$10.00	\$5.00	
Uncut, laminated board. Rolled & must ship separately in a tube (unless folded). ■ Uncut, laminated board. Rolled & must ship separately in a tube (unless folded).									
3928	EuroRails: Laminated Map	New	TB	0.0 #	Y	n	\$9.00	\$5.00	
■ Uncut, rolled, laminated map. MUST SHIP SEPERATELY in a tube.									
106666	Mayfair Promo Expansion Set #9	New	n	0.2 #	Y	n	\$2.00	\$0.25	1
■ Countersheet w/ counters for Patrician (6) and Hot Tin Roof (30). Includes 1pg of rules removed from a trade mag in which this promo kit was published.									
105955	Mayfair Promo Expansion Set #10	New	n	0.2 #	Y	n	\$2.00	\$0.25	1
■ Countersheet w/ 4 very large counters for Bedpans & Broomsticks (2) & Whitewater (2). Includes 1pgs of rules removed from mag in which this promo kit was published.									
108019	Mayfair Promo Expansion Set #14	New	n	0.3 #	Y	n	\$1.00	\$0.25	1
■ 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									
109221	Mayfair Promo Expansion Set #15	New	n	0.3 #	Y	n	\$2.00	\$0.50	2
■ Promotional variant kit w/ die cut counters for two games, Steam (5 Demanding Suppliers) & Asgard's Chosen (3 Glacier tiles). Includes 1pg of brief rules torn from an industry mag in which this appeared. '15									
109223	Mayfair Promo Expansion Set #16	New	n	0.4 #	Y	n	\$1.00	\$0.25	1
■ Promotional variant kit w/ die cut counter for 2 games, Hot Tin Roof (21) and Road Rally USA (3). Includes 1pg of brief rules torn from an industry publication this variant was found in. '15									
109760	Mayfair Promo Expansion Set #18	New	n	0.4 #	Y	n	\$2.00	\$0.50	2
■ Promotional variant kit with die cut counters for two games: Flea Market (16) & Giza (4), together w/ 1pg of rules torn from a trade publication in which this was published. '15									
Miscellaneous Publishers (Misc)		http://							
89105	Dice, d6 1" Oversized	Mint	n	0.1 #	Y	n	\$0.50	\$0.10	4
Four avail. ■ 1" d6 cube w/ rounded corners, white w/ black pips. Large size makes these unusual. Rounded corners avoids dice dings in your mapboards.									
1432	Dirty Words	Excel	SB	0.6 #	Y	n	\$4.00	\$2.00	
■ Adult party game where players score points by assembling sentences Scrabble-style using 23 6-sided cubes, scoring for each cube used. Words are of course provocative. '77									
150376	Egg Timer, 2 Minute Hourglass Timer	Mint	Tb	0.3 #	Y	n	\$1.00	\$0.25	2
LIMITATIONS ON SHIPMENT METHOD DUE TO GLASS CONSTRUCTION. ■ LIMITATIONS ON SHIPMENT METHOD DUE TO GLASS CONSTRUCTION.									
Multi-Man Publishing, (MMP)		http://www.advancedsquadleader.com							
150708	ASL:Starter Kit #3, Tanks 4th	New	BC	1.6 #	n	n	\$32.00	\$29.00	3
■ 2022 reprint. Complete game aimed at introducing beginners to ASL thru 8 scenarios which focus on the use of tanks & other vehicles within ASL. Includes 3 maps. Designed to introduce players to the basic ASL game system as well as vehicles & ordinance. '22									
149546	ASL:Sword & Fire, Manila	New	DC	3.4 #	n	n	\$105.00	\$92.50	2
■ ASL module of the US conquest of the Phillipne capital of Manila in 1945 during the course of a month. The Japanese planned only to fight to the death, tenaciously contesting every building, using all their resources including veteran army & naval units as well as untrained conscripts. Adds new terrain types, and provides 25 scenarios & 5 campaigns. 6 maps, 4 countersheets. '22									
150320	ASL:Winter Offensive # 7 2016 Bonus Pack	New	Fo	0.2 #	Y	n	\$17.50	\$15.00	1
■ 2016 Winter Offensive kit. Includes 3 new scenarios plus two new geomorphic maps (74, 75). Scenarios cover actions in Poland, 1945 and two in New Georgia 1943. '16									
134962	ASL:Winter Offensive # 9 2018 Bonus Pack	New	Fo	0.8 #	Y	n	\$22.50	\$15.00	1
■ ASL scenario kit containing 4 deluxe ASL maps (I,J,K,L) and five scenarios set in Russia 1942, Germany 1944, China 1938 & 1944, and a Korean War scenario set in July 1950. With its 4 maps, this is the largest of any WO kit to date. '18									
150153	ASL:Winter Offensive #10 2019 Bonus Pack	New	Fo	0.4 #	n	n	\$29.00	\$25.00	1
■ Tournament scenario pack including 2 new maps (10 & 11), 4 scenarios covering actions in Greece 1940, two in France 1944, and Korea 1950. Reqs core modules to play. '19									

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Part#	Game Title & Edition	General Condtn	Box	Weight (Lbs)	Out of Print ?	Errata Included	Normal Price Cash-Basis	Buy-Now Cash Liquidtn Price	Qty Avail
146390	ASL: Winter Offensive #12 2021 Bonus Pack	New	Fo	0.3 #	n	n	\$25.00	\$22.00	1
	Last copy. ■ Tournament scenario pack including one new map (14a/b) and 3 scenarios. Scenarios cover actions in France, Netherlands & Germany, all in 1944. Reqs core modules & boards 11b to play all scenarios. '21								
150454	Autumn for Barbarossa Deluxe [2nd]	New	zl	0.6 #	n	n	\$28.00	\$24.00	2
	■ Updated version of game previously published in Special Ops #7 using the SCS Standard Combat game system. Covers the campaign in central USSR in late summer of 1941 as the Germans attempt to sieze Smolensk before the front stablized until the fall. Deluxe edition uses larger, 5/8" counters and a physically larger map, and incorporates errata. Smaller game with a limited number of units, making for fast play & good for tournaments or beginners. There game begins with the German offensive at full tilt, but a Hitler roll with eventually cause all the mechanized and half the air support units to disappear, so must move fast. The Soviet seeks to stall, and conserve forces, until the tide turns when they can counterattack. 352 counters, 2 maps, 6days/turn, 7mi/hex, rgt/div level, hi solitaire suitability. Dean Essig'21								
One Small Step COUNTERFAC (OneCFC)		http://www.ossgames.com							
151341	Millennium Wars, Lebanon #3	New	n	1.0 #	Y	n	\$25.00	\$19.00	1
	■ Mag & game. Game elaborates on the earlier Millennium War series with coverage of Israel's two invasions of Lebanon. Designed as sort of a modular, scenario-based game that quantifies the social, technical & hi-tech capabilities of each armed force. Provides 2 scenarios: 1982 & 2006. 176 counters, btn/brig/div level with lots of specialty units & abilities. M.Anderson, J.Miranda, J.Compton'16 / ARTICLES ON: Arab-Israeli Wars 1947-82; Next War in the Middle East; Stalex in Conflict; Detailed analysis of AH Firepower game as it depicts contemporary man-man combat, w/ 6 new scenarios & new small arms & vehicles; Advanced Rules for ONE 2WW; Designer's Notes for Millennium Wars Advanced. '16								
Parker Brothers (Parker)		http://							
140956	Shadowlord! Struggle for Ultimate Prize	VeryGd	LB	2.5 #	Y	n	\$9.00	\$1.00	1
	Substantially complete: missing several of the mix of 3 character counters plus parts all provided in abundance, most ID'd. Moderate wear & used, but structurally intact & generally in good shape. Quite servicable. ■ 2-4 players compete for master of the universe after the death of the great Starlord, with a Shadowlord played by each player against all of them. Players use force (by way of numbers) and very simple forms of diplomacy & bribery, to build their power. '83								
Revolution Games (Revolu)		http://www.Revolutiongames.us							
150665	Day Was Ours, First Bull Run July '61 ZL	New	zl	0.7 #	n	n	\$42.00	\$39.00	1
	■ Packaged in a ziplock. Game of the First Battle of Bull Run, July 1861, using the Blind Swords game series. Covers the often chaotic first major battle of the American Civil War. The Confederate leadership had concluded they'd been outmanuevered & beaten, but the troops continued fighting and turned a defeat into a victory. Using this system, troops may not respond to orders, may hold their fire (mistaking foe for friend). 1 map, 176 counters. '21								
150664	Deadly Woods, the Battle of the Bulge	New	BC	1.3 #	n	n	\$55.00	\$49.00	1
	■ Packaged in a bookcase box. Game of the Battle of the Bulge, Dec 1944 - Jan 1945, using a modified chit pull system as pioneered by earlier Dark Valley. Each side as a varying number of chit pulls each turn, which also vary by type of chit. Reinforcement chits determine the round (but not turn) of arrival, German logistic chits that model their logistical constraints, plus movement & combat chits which allow one of those two choices. Plus special event chits. Victory based on taking geographical objectives, but the German can score an instant victory if able to exit units beyond the Meuse River. All in all, many more decisions to be made in this game. Shorter scenario covering only the German offensive, and a longer campaign covering the Allied counter offensive. Units are demi-divisions, 2-3days/turn, 3mi/hex, 1.5 countersheets. Designed by a yeoman designer, Ted Racier'21.								
150016	Deadly Woods, the Battle of the Bulge ZL	New	zl	0.8 #	n	n	\$42.00	\$37.50	1
	■ Packaged in a ziplock. Game of the Battle of the Bulge, Dec 1944 - Jan 1945, using a modified chit pull system as pioneered by earlier Dark Valley. Each side as a varying number of chit pulls each turn, which also vary by type of chit. Reinforcement chits determine the round (but not turn) of arrival, German logistic chits that model their logistical constraints, plus movement & combat chits which allow one of those two choices. Plus special event chits. Victory based on taking geographical objectives, but the German can score an instant victory if able to exit units beyond the Meuse River. All in all, many more decisions to be made in this game. Shorter scenario covering only the German offensive, and a longer campaign covering the Allied counter offensive. Units are demi-divisions, 2-3days/turn, 3mi/hex, 1.5 countersheets. Designed by a yeoman designer, Ted Racier'21.								
Schutze Games (Schutz)		http://sites.google.com/site/schutzegames							
68581	Revanche! Btl of Dompaigne, Sept 1944	New	n	0.3 #	Y	n	\$8.00	\$2.50	1
	Last copy. ■ Grand tactical level game of the German counterattack against the 2nd Free French armored div, Sept.1944 near the town of Dompaigne. 0.3mi/hex, 90min/turn, co/pltn level, w/ a small map and 180 color counters that must be mounted & cut apart. '01								
Slang Design (Slang)		http://							
98369	Zombies of the World Field Guide	New	Bk	0.6 #	Y	n	\$7.00	\$2.50	1
	■ Written as the definitive field guide to the undead. Describes 20 common zombie "species" with their habits & range, the US gov't's secret zombie research, theories of zombie evolution & more. '12								
SPI Games (SPI)		http://							
108537	Combined Arms, Combat Ops 1935-70 2nd	Excel	FT	0.8 #	Y	n	\$14.00	\$7.00	2
	Complete. Packaged in a Flatray. Aging masking tape on inner tray. One penciled annotation in rules. 1 tray corner cracked. Otherws clean. ■ 2nd ed is a box reprint of game in S&T#46. Intriguing attempt to show combined arms techniques in operation combat in multi-scenarios spanning the period from the beginning of WWII to the then-contemporary period of the 1970s. J.Dunnigan'74.								
108536	Combined Arms, Combat Ops 1935-70 2nd	Excel	FT	0.8 #	Y	n	\$15.00	\$10.00	2
	20% punched, clean & complete. ■ 2nd ed is a box reprint of game in S&T#46. Intriguing attempt to show combined arms techniques in operation combat in multi-scenarios spanning the period from the beginning of WWII to the then-contemporary period of the 1970s. J.Dunnigan'74.								
77302	Next War Errata [9/79]	Excel	n	0.1 #	Y	n	\$0.25	\$0.10	1
	Last copy. ■ Photocopy of 4pgs of comprehensive errata published 9/79.								

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2098	Patrol, Man-Man Combat in 20th Century	Excel	FT	1.4 #	Y	Y	\$20.00	\$15.00	
	Complete. Rules neatly highlighted in yellow. Includes 2 large-sized, laminated si-move charts plus more. Includes several photocopied scenarios & analysis. ■ Man-man combat in the countryside during 20th century. 1974 sequel to Sniper! emphasizing combat in the great wide open. J.Dunnigan'74								
2154	Sniper!, 1st	Excel	FT	1.2 #	Y	Y	\$20.00	\$12.00	
	25% punched, complete. Rules highlighted in yellow. Includes 2 large-sized laminated si-move pads in addition to other copies. Upper margin of coversheet mildly sun faded. ■ Game of low level tactical combat in an urban setting during World War II. Includes a small number of AFVs, but focus is on infantry combat in an urban setting. Each counter represents an individual man with their personal weapons (including flamethrowers, RPGs, satchel bombs, etc.) Simove, but with a small number of units on the board. J.Dunnigan'73								
77273	War in Europe / War in the World Addendm	Excel	n	0.4 #	Y	Y	\$2.00	\$0.25	13
	Copies are imperfect, obscuring a line at top or side of a couple of pages; reflected in price. ■ Photocopy of WIE 2nd ed. Errata & 4 articles tinkering w/ WinEurope. Allows mating W-Europe w/ W-Pacific [for true masochists] for a War in the World game.								
SPI S&T Magazine Games (SPIS T)				http://					
131180	Armada, 1st #72	Mint	n	0.8 #	Y	Y	\$13.00	\$9.00	1
	Cherry. ■ Mag & Game. Strategic level land & naval conflict between Spanish Empire & English/Dutch forces thruout Europe, 1585-1604. 1st ed decidedly underdeveloped; 2nd ed rules strongly suggested. S.Hart'79 / ARTICLES ON: The War with Spain & the Sinking of the Spanish Armada, 1585-1604; Ships that Controlled the Seas 1914; Roman Siege Warfare; Mechanized Warfare in the 1980s; ERRATA for Cassino #17; Brief reviews of recently published games; Modern Naval Radar Jamming.								
105453	Breitenfeld #55	Mint	n	0.8 #	Y	n	\$19.00	\$12.00	1
	Very clean. Last copy. ■ Mag & Game. 5th gm in 30yrs Qd. Gustov Adophus's Swedes meet the then-dominant Imperialists under Tilly, 1631. J Nelson'76 / ARTICLES ON: the Thirty Years War; brief reviews of: STRIFE Siege of Port Arthur, FLYBUFF Viva! (Mexico) & Nuclear Destruction, JAGD March on India, RAND Wellington in the Peninsula; Review of Ancient & Medieval Armies (of the Prestags game series); Battle for Wurzburg, Current Situation & future battle within the game.								
57002	Cedar Mountain #86	New	n	0.8 #	Y	n	\$15.00	\$8.00	2
	■ 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.								
92835	Combined Arms, Combat Ops 1935-70 #46	Mint	n	0.8 #	Y	n	\$18.00	\$12.50	1
	Last copy. Unpunched. 2 mag center pgs have metal discoloration near spine. Otherws clean. ■ Mag & Game. Game is an attempt to show the application of combined arms tactics in 5 platoon/company level scenarios, WW2 & the Yom Kippur War of 1973. 200 counters, co/btln level, 1hr/turn, 300m/hex. J.Dunnigan'74 / ARTICLES ON: Combine Arms, Combat Operations in the 20th Century; Patrol, Modern Infantry Tactics 1914-74; StarForce Players Notes & Strategy.								
131173	Kaiser's Battle #83	Mint	n	0.8 #	Y	n	\$8.00	\$3.00	2
	Sml dog ear to corner of map, otherws cherry. ■ Mag & Game. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80 / ARTICLES ON: Kaiser's Battle, German Offensive in March 1918; Laws of War; Soviet Tank Repair in WWII; Task Force, US & Soviet Naval Doctrine in 1980s.								
98798	Kaiser's Battle #83	Mint	n	0.8 #	Y	n	\$10.00	\$7.00	2
	■ Mag & Game. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80 / ARTICLES ON: Kaiser's Battle, German Offensive in March 1918; Laws of War; Soviet Tank Repair in WWII; Task Force, US & Soviet Naval Doctrine in 1980s.								
107485	South Africa, Vestige of Colonialism #62	Mint	n	0.8 #	Y	n	\$17.50	\$10.00	1
	Last copy. ■ Mag & game. Guerilla & conventional revolt in S.Afrika thru the '70s. I.Hardy'77 / ARTICLES ON: South Africa, Vestige of Colonialism; Fulda Gap, the First Battle of the Next War; October War errata.								
99121	Tank! #44	Mint	n	0.7 #	Y	n	\$15.00	\$10.00	1
	Slight sun discoloration to rules cover page. Unpunched. Last copy. ■ Mag & game. Base Tank! game focusing on the basics of combat between individual AFVs, tanks and infantry fire teams. Includes specs for a good crosssection of AFVs from World War II. Base game includes 100 counters & rather basic rules. J.Dunnigan'74 / ARTICLES ON: Tank, a Weapon Systems Survey; Sea War in the Age of Sail, 1650-1830.								
35944	Tito & His Partisan Army, Yugoslavia #81	Mint	n	0.4 #	Y	Game Only	\$3.00	\$1.00	3
	■ GameOnly. Guerilla war in Yugo thruout war using area move. Never a popular game, an innovative & accurate system nonetheless. D.Rustin'80								
107456	Tito & His Partisan Army, Yugoslavia #81	Mint	n	0.8 #	Y	n	\$10.00	\$3.00	6
	Cherry; unpunched & very clean. ■ Mag & Game. Guerilla war in Yugo thruout war using area move. Never a popular game, but an innovative & accurate system nonetheless. D.Rustin'80 / ARTICLES ON: Tito & His Partisan Army in Yugoslavia, 1941-5; Chemical Warfare, Prospectives & Potential; Israeli Air Force & Order of Battle.								
TSR Games (TSR)				http://					
140737	Twilight War	VeryGd	BC	1.2 #	Y	n	\$5.00	\$2.50	1
	Substantially complete: missing 6 counters, ID included; No counter tray. Otherws clean. ■ Simple 2-4 player game of French Resistance, 1944. 1984.								
TSR S&T Games (TSRS T)				http://					
107457	Monmouth #90	Mint	n	0.8 #	Y	n	\$16.00	\$12.00	1
	Cherry. Last copy. ■ Mag & Game. First TSR issue. Battle of Monmouth, June 1778, the longest battle of the Am Revolution. Washington attacks the Brits as they retreat from Philadelphia, catching their rearguard under Clinton. Rgt level, 20min/turn, 100yd/hex. D.Martin, L.Millman, E.Smith'82 / ARTICLES ON: Battle of Monmouth, US Takes the Offensive, June 1778; '73, the Arab-Israeli Conflict.								
97415	Singapore, Fall of Malaya #96	Mint	n	1.0 #	Y	n	\$18.00	\$10.00	1
	Cherry. ■ Mag & Game. Game of the Japanese blitzkrieg down the Malayan Peninsula to Singapore and the latter's capture, Dec 1941-May 1942. Colorful map, 100 counters, yet a fairly wild game. 16mi/hex (3.4mi on Singapore map), 1wk/turn (56hrs on Singapore), rgt/brig level. C.Kamps'84 / ARTICLES ON: First Anglo-Argentine war, 1806; Return of the Battleship; Planning the Pacific War, to the Malay Barrier; Honing Gleam of Havoc, Analysis & Strategy w/ Commitment optional rules; Berg's Review of games: Operation Konrad, Lawrence of Arabia #24, PWG Gazala, Barbarian Kingdom Empire; errata for Nordkapp #94, Red Sun Rising; Creative porcess in game design; Nordkapp #94 variants, strategy, new rules & counter images.								

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West End Games (D6 Legnd) (WEG) http://									
123015	Junta, 2nd	VeryGd	BC	1.5 #	Y	n	\$9.00	\$5.00	1
Missing 3 blanks, counterset otherws complete. Missing 4 cards, ID unknown. Otherws complete. ■ Straight reprint of this simple & wild multiplayer game of power politics. E.Goldberg'02									
Worldwide Wargamer (3W) (WWW) http://									
132644	1944, Second Front	Mint	BC	1.6 #	Y	n	\$13.00	\$5.00	1
No countertray, otherws unpunched & complete. Sml amount of yellow highlighting on 2pgs of rules; 2 penciled annotations on table of contents on cover of rules. ■ Rgt/div level game of campaign in France, focusing on role of elite units. Designed by Ty Bomba.									
88556	Hitler's Last Gamble ERRATA [3/90]	Excel	n	0.2 #	Y	Y	\$0.25	\$0.10	1
3/90 version. ■ 3/90 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									
88555	Hitler's Last Gamble ERRATA [6/90]	Excel	n	0.2 #	Y	Y	\$0.50	\$0.25	1
6/90 version. 20pgs of extensive rules revisions & clarification by dedicated designer. Intended as draft for 2nd ed rules that 3W never bothered to publish. This version is very similar to earlier 3/90 version. '90 ■ 6/90 version. 20pgs of extensive rules revisions & clarification by dedicated designer. Intended as draft for 2nd ed rules that 3W never bothered to publish. This version is very similar to earlier 3/90 version. '90									
3021	Operation Condor, Liberation of Spain 2d	Mint	HC	0.0 #	Y	Y	\$14.00	\$10.00	
Unpunched. Rules neatly highlighted in yellow, w/ a few light spots on cover. Box cover edges worn, all corners repaired; 2/3" price tag removal mar, plus 2 sml mars, on cover. Otherws unpunched & unused. ■ Reprinted in boxed format. 2 scenario, div-level game of 1942-3 invasions of Spain, either by Germany to gain control of Gibraltar or by Allies to secure peninsula. 1wk/turn, 30km/hex. K.Broadhurst'78									
3076	War to End Wars	Mint	HC	0.8 #	Y	Y	\$14.00	\$10.00	
Unpunched. Rules neatly highlighted in yellow. Includes several variant & strategy articles on game. ■ 2-3 player, small strategic lvl gm of WW1 thruout Europe & Mid East. w/ specialized units, sub warfare, variable neutral entry. 1 scenario + campaign game. Overly ambitious for a simple game. A dud. R.Sandell'85									
WWW Wargamer Magazine (WWWmag) http://									
46344	China Incident #37	New	n	0.8 #	Y	n	\$15.00	\$8.00	2
■ Mag & Game. Div/corp/army lvl gm of the war in China before Allied entry in war, 1937-41. Japanese fight the Nationalist Chinese, while the Nationalists must limit the growth of Communist Chinese as well. One of just a very few games on the war in China in WW2, plus its a decent game! 200 counters. L.Cochran'85 / ARTICLES ON: the Generalissimo's War in China; review of WEG's Killer Angels; Clash of Steel #31 replay; review of WEG's Druid; errata for Lutzen #32; brief reviews of The Royal Navy, TSR's The Adventures of Indian Jones. Keith Poulter interviews Wallace Poulter, his son.									
12305	Clash of Empires, 1914 #58	New	n	0.5 #	Y	n	\$19.00	\$10.00	1
Last copy. ■ Mag & Game. Corp lvl game of the opening campaign of WW1 in the West using point-point & hidden movement, Aug-Nov 1914. 200 counters, 3days/turn. K.Anderson'86 / ARTICLES ON: The Siege of Malta in history & in the #50 game; errata for Struggle for Stalingrad #47, Condottieri #54; Variant for VG's Vietnam providing a b&w map (in pages of mag) & rules for US/ARVN blockade of the Ho Chi Minh trail in Laos; brief reviews of Delta Force, Rolling Thunder.									
64202	Condottieri #54	New	n	0.5 #	Y	n	\$12.00	\$8.00	1
■ Mag & Game. Btl of Castagnaro, 1387, between Verona & Padua in Italy at grand tactical level. T.Sundell'86 / ARTICLES ON: Hawkwood, master condottiere (mercenary), a leader in this issue's game; review of QTRDK's Rommel's War; house rules for Axis & Allies 1st; additional scenarios for China Incident #37; MacArthur #44, O'Connor's Offensive #41, End of the Iron Dream #42, Fight on the Beaches #40, Struggle for Stalingrad #47, Custer's Luck #45; review of SimCan's West Front.									
6405	Duel in the Desert #51	Mint	n	0.5 #	Y	n	\$10.00	\$5.00	1
Last copy. ■ Mag & Game. Btl/rgt/div level, dbl blind game of the war in N.Africa May'41-Nov'42. Emphasizes limited intelligence as each side has their own map & doesn't see their other's units, and is fairly simple. 30km/hex, 1mo/turn. E.Faust'86 / ARTICLES ON: Duel in the Desert & other N.Africa games; review of HOBJAP's Pacific Fleet; Hell Hath No Fury #38 replay.									
12880	Lodz 1914, Blitzkrieg in the East #29	New	n	0.5 #	Y	n	\$10.00	\$4.00	2
■ Mag & Game. German Nov 1914 offensive toward Lodz, Poland, attacks Russian forces in detail but massed Russian reinforcements stop them and encircle one corp which breaks out in an unexpected direction. A stalemate after game's end when German reinforcements arrive from the west. 3.2km/hex, 1day/turn. Relatively complex. D.Bolt'84 / ARTICLES ON: The Eastern Fron, Aug-Dec 1914; review of MIH's Ring of Steel; replay of VG's Ambush scenario 3; review of ADG's Empire in Arms 1st & GTD's Napoleon's Campaigns; brief reviews of Ace of Aces Flying Machines, MOORE's Operation Konrad, SIMCAN's Peloponnesian War 2nd, JERSEY Silo-14, Secret Agents, CLOSE's Hovertank.									
13831	MacArthur, Road to Bataan #44	New	n	0.7 #	Y	Y	\$12.00	\$9.00	1
Last new copy. ■ 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 Phillipines; strategy in Port Stanley #28; review of VG Pax Britannica; strategy for End of the Iron Dream #42; brief reviews of: GDW Arctic Front, VG Sixth Fleet; Origins '85.									
12726	Race for Tunis #57	New	n	0.5 #	Y	n	\$8.00	\$6.00	1
■ Mag & game. Axis & Allied forces first meet in Tunisia, Nov-Dec'42, in a wild & uncertain environment. Co/btl level, 1day/turn, using the Btls for N.Africa system. 3 scenarios & campaign. D.Bolt, G.Helmer'86 / ARTICLES ON: Operation Torch, the final act; review of WEG's RAF 1st; various short reviews.									
13954	Struggle for Stalingrad #47	New	n	0.5 #	Y	n	\$15.00	\$8.00	2
■ 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.									
12369	West Wall #35	New	n	0.5 #	Y	n	\$13.00	\$8.00	1
Last copy. ■ Mag & Game. Small, double-blind game of the Allied drive into Germany until its defeat, Spt'44 - Apr'45. Covers the entire German frontier and central Germany. Corp level. Map is functional but drab. 1/2mo/turn. T Bomba'84 / ARTICLES ON: Breaching the Westwall historical article plus designer's notes; review of games on the battle of The Wilderness, 1864; new scenarios for QTRDCK's Royal Navy; Lutzen 1813 #32; strategy in Lawrence of Arabia #24; review of two GDW double blind games: Normandy Campaign & 8th Army; brief reviews of Rolling Thunder, Killer Angels; errata for Nap at Lutzen #32, Khyber Rifles #34 & critical errata for Lesnaja variant for Peter the Great #27.									

Fine Games' Annual Clearance Sale 2023

Before you begin shopping, is this date current? If not, download an up-to-date catalog.

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	General Condtn	Box	Weight (Lbs)	Out of Print ?	Errata Included	Normal Price Cash-Basis	Buy-Now Cash Liquidtn Price	Qty Avail
3562	Superiority	Mint	AL	1.2 #	Y		\$13.00	\$10.00	

Last row of counters miscut. Top 1" of box cover lightly spotted; 1" spot on inner album surface stained. Otherws clean & unpunched. ■ Short, simple to modest complexity gm of tac combat in Europe in early 80s. Combined arms coordination emphasized. '81

Before you begin shopping, is this date current? If not, download an up-to-date catalog.

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Part#	Game Title & Edition	General Condtn	Box	Weight (Lbs)	Out of Print ?	Errata Included	Normal Price Cash-Basis	Buy-Now Cash Liquidtn Price	Qty Avail
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AH Avalon Hill Game Co. (AH)

<http://>

147706	ASL: Annual '92	Excel	n	0.4 #	Y	n	\$19.00	\$12.50	1
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■ 64pg, General-style set of articles on strategy, tactics & scenarios for ASL. Includes 17 scenarios in the pages of the magazine.

DecGms WARGAMER v2 Mag (Dec WG)

<http://www.decisiongames.com>

125106	Wargamer (Decision Games) v2 #14	Excel	n	0.4 #	Y	n	\$1.00	\$0.25	1
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■ ARTICLES ON: WWW Desert Steel review; CofA Lee Invades the North review & errata; Far Seas analysis; WWW Duel in the Desert 3-turn replay, tactics, errata; WWW Beirut replay & Sandbag '82-84 3-player variant; reviews of TSR La Grande Armee, PSS Annals of Rome PC & Risk PC; Decisive BtIs of Am Civil War PC pt 2. '89

FGA Board Game JournalMag (FGA BJ)

<http://>

3594	Boardgame Journal (FGA) # 1	Mint	n	0.4 #	Y	n	\$3.00	\$2.00	
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Cherry. ■ ARTICLES ON: Intro to the BGJ; Why the Germans Quit in 1918; Ships of the Pacific War, pt.1, the Japanese; Preview of Eagle & the Sun Game; Fictional Novel of WWII Airborne Operations; Brown Water Navy in Vietnam, interview with NC1 James Smith; Transcripts of Jane Fonda's Vietnamese Broadcasts. '91

GMT C3i Magazine (GMTC3i)

<http://www.gmtgames.com>

128913	C3i # 2	Mint	n	0.5 #	Y	n	\$25.00	\$19.00	
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Does NOT include 40-counter insert. Otherws cherry. Last copy. ■ Note that counters mentioned as published in this issue were in fact published with C3i #4. ARTICLES ON: History of the Battle of Mine Run and GMT's 1863; Strategy for Persia in Battle of Issus 333BC; Gustavus Adolphus & the Dawn of Modern Warfare; pt.1 of SPQR Module Hammer of God, Judea v Seleucids, 167-160BC; Arctic Storm Strategy & Replay & the Battle of Suomussalmi; Clarifications for Great Battles of Alexander, Juggernaut, 1863, Thunderbolt & Apache-Leader; Global Turmoil in the 1990s, Pax Americana Iran & the Future. '93

49688	C3i # 5	New	n	0.5 #	Y	n	\$20.00	\$15.00	1
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Last copy. ■ 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

51753	C3i # 6	New	n	0.5 #	Y	n	\$10.00	\$6.00	6
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■ 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

53244	C3i #12	New	n	0.8 #	Y	n	\$75.00	\$65.00	1
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Last copy. ■ w/ 140 counters (BtIs N.Africa(12), June 6 (12), River Death (80), 3Days (12), DiF Zero (8), War Galley (6), & others). Also card inserts for DiF (3), War Galley scenarios (2) and AGN (2). ARTICLES ON: War Galley scenarios, DiF Israeli War of Independence campaign, Tigers in the Mist analysis & replay, Justinian game v. history, multi-player War Galley rules, Barbarossa Army Group North alternative bombardment rules, Saratoga/Brandywine combat techniques, Companion units in Successor (AH), J.Caesar Thapsus strategy & Rubicon analysis. Mag increased in size to 50pgs, but price nearly doubled. '00

58535	C3i #14	New	n	1.0 #	Y	n	\$64.00	\$55.00	1
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Last copy. ■ Excellent mag supporting GMT's games. Includes scenarios for SPQR, War Galley, Caesar, variants for Battle Line & Homet Leader, a Triumph & Glory add-on kit including a map & 140 counters., ARTICLES ON: Zero campaign covering the Neatherlands East Indies 1942 (w/ 3 cards), 6 June Brit 1st airborne variant, 2 8th AF target cards, Barb AGS replay, Paths of Glory strategy, and errata for Zero, Wildness War, Simple GBOH. 52pgs. '02

71329	C3i #16	New	n	0.8 #	Y	n	\$55.00	\$49.00	1
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Last copy. ■ 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 seanrio 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 & Coarsars/Hellcats); and Ruin of the Reich 1944 scenario for Europe Engulfed designed for 2 players (ala Btl for Germany); and June 6 strategy. '05

103872	C3i Magazine #20	New	n	0.7 #	Y	n	\$60.00	\$49.00	1
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Last copy. ■ Includes professional version of DRIVE ON METZ intro game w/ 28 counters & map, suitable for beginners. Also includes variant/errata counters for SPQR Herdonia & Syphax scenario2 (44); Pax Romana (30), Asia Engulfed (4), Combat Command (1), Empire of the Sun (6), 1914, Twilight in East (20). ARTICLES ON: Combat Commander Mediterranean scenario 14 playthru; SPQR battles of Herdonia, 212 & 210BC, and Syphax, 213 & 212BC; Empire of Sun optional rules; Great War in Europe events glossary; Command & Colors scenarios; Flying Colors Trafalgar campaign module; Japanese opening moves in Asia Engulfed; Greco-Persian War (570-300BC) scenario for Pax Romana; Down in Flames Zero early years dogfight scenarios; designer's notes for Stalin's War; GMT's top 20 games. '08

88598	C3i Magazine #21	New	n	0.7 #	Y	n	\$59.00	\$42.00	2
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■ A meaty issue w/ variant counters for Pax Romana (14), Clash of Monarchs (6); SPQR (14); Caesar, Conquest of Gaul SPARTACUS scenario & counters (40); Barbarians (24); For the People II (6). Combat Commander map insert, 26 counters; Commands & Colors addtl scenario inserts (2); Twilight Struggle card inserts (2); pack of Empire of the Sun cards; Combat Commander Europe variant rules, new scenarios, etc. ARTICLES ON: Empire of the Sun strategy; SPQR Grumentum scenario; Manoeuvre strategy & design notes; Flying Colors Trafalgar scenarios; Pax Romana scenario; Successors strategy; Down in Flames Zero & Corsairs campaign; For the People variant rules; SPQR & War Galley 2nd Punic War campaign game rules. '09

96982	C3i Magazine #23	New	n	1.0 #	Y	n	\$65.00	\$59.00	1
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Last copy. ■ 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

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Part#	Game Title & Edition	General Condtn	Box	Weight (Lbs)	Out of Print ?	Errata Included	Normal Price Cash-Basis	Buy-Now Cash Liquidtn Price	Qty Avail	
95351	C3i Magazine #24	New	n	0.9 #	Y	n	\$59.00	\$49.00	1	
	Last copy ■ W/ 140 counters (Btl Normandy (66), SPQR War Elephant (4), Chariots of Fire (3), SPQR Crotona (3), SPQR (6), Serpents of Sea (12), Hellenes (14), Ship of Line (2), Elusive Victory (18), Washington's War (14)); 4 insert cards for Hellenes; Scheldt campaign insert for Combat Commander; C&C Camulodunum & Mona Insulis scenario insert; SPQR player aid card insert; 4 Btl for Normandy play aid inserts; 2 Washington's War inserts; Jena 20 play aid insert. ARTICLES ON: Asymmetrical strategy in Washington's War; Optional rules & scenario variants for Btl for Normandy; Hellenes campaign game strategy & play hints; Combat Commander index to C3i articles; 6 New aircraft for Elusive Victory w/ 3 scenarios; designers' notes for P500 games; Asia Engulfed analysis & strategy; SPQR Crotona scenario; Caucasus Campaign strategy. '10									
SPI S&T Magazine Games (SPIS T)		http://								
96849	Strategy & Tactics (SPI) # 85	Excel	n	0.4 #	Y	n	\$2.50	\$1.00	1	
	■ Mag only; no rules. ARTICLES ON: Fighting Sail, Sea Combat in the Age of Canvas & Shot, 1775-1815; Singapore, Campaign for Malaya Dec 1941-Feb 1942; Brief reviews of: Assault on Tobruk, Campaigns of Napoleon, Dark Star.									
96853	Strategy & Tactics (SPI) # 89	VeryGd	n	0.4 #	Y	n	\$2.50	\$0.75	1	
	Center pages loose from staples. ■ Mag only; no rules. ARTICLES ON: Sicily, the Race for Messina; Lee v McClellan, the Maryland Campaign, Sept. 1862; Brief reviews of: Hitler's War 1st, Command at Sea 1st, Trenchfoot.									
AH Avalon Hill GENERAL Ma (AH Gen)		http://								
74064	General Magazine 2/3	VeryGd	n	0.3 #	Y	n	\$3.00	\$0.25	1	
	PHOTOCOPY made in the early 70s of entire mag. Clean, but nature of early photocopies is less than clear & sharp. Clean. 1x3 Inventory label on cover. ■ Very early issue of the General, with some good strategy articles but overall of interest only to serious collectors. Very rare.									
74065	General Magazine 2/4	VeryGd	n	0.3 #	Y	n	\$3.00	\$0.25	1	
	PHOTOCOPY made in the early 70s of entire mag. Clean, but nature of early photocopies is less than clear & sharp. Clean. 1x3 Inventory label on cover. ■ Very early issue of the General, with some good strategy articles but overall of interest only to serious collectors. Very rare.									
106888	General Magazine 11/6	Excel	n	0.3 #	Y	n	\$4.00	\$2.00	1	
	Coupon clipped on insert, marring a portion of the Waterloo order of appearance play aid. Last copy. ■ ARTICLES ON: Richtofen analysis, campaign scenarios & solitaire rules; Waterloo OoB play aid (but in half & lost in this issue); Soviet tactics in Panzerblitz; Third Reich 1st errata; Third Reich replay; 1776 strategy for Greene's Campaign scenario; index to article subject matter & issues 4/1-11/5. '75									
84711	General Magazine 13/2	VeryGd	n	0.3 #	Y	n	\$4.00	\$1.00	1	
	Insert not included. Last copy. ■ Insert does not have any variants. ARTICLES ON: Tactics in Wooden Ships & Iron Men w/ 10 additional scenarios & designer's notes; Changes in Third Reich 2nd ed; Playthru of a remarkable game of postal Diplomacy among skilled players; Russian Campaign errata. '76									
65759	General Magazine 14/6	VeryGd	n	0.3 #	Y	n	\$2.50	\$1.00	2	
	No insert. 1x3 Inventory label on cover. ■ ARTICLES ON: D-Day optional rules & game evolution analysis; Victory in the Pacific replay; Panzer Leader DYO scenario unit values; addtl scenarios for Caesar's Legions; Operation Crusade scenario for Tobruk. '78									
106907	General Magazine 14/6	Excel	n	0.3 #	Y	n	\$4.00	\$2.00	2	
	■ ARTICLES ON: D-Day optional rules & game evolution analysis; Victory in the Pacific replay; Panzer Leader DYO scenario unit values; addtl scenarios for Caesar's Legions; Operation Crusade scenario for Tobruk. '78									
111907	General Magazine 15/2	Excel	n	0.3 #	Y	n	\$5.00	\$3.00	1	
	Original. Includes Panzer Leader 1940 scenario insert, but not contest/ad insert. ■ Original printing. Insert. ARTICLES ON: Panzer Leader 1940 variant w/ rules & 10 scenarios (counters depicted in article but published separately); Stalingrad variant rules (closest to "any official revision we could come up with"); interview w/ Andrew McNeil; Third Reich 1st clarifications; D-Day '77 design notes; Rail Baron strategy; air power in Victory in the Pacific. '78									
78899	General Magazine 15/2-Reprint	VeryGd	n	0.3 #	Y	n	\$3.00	\$1.00	1	
	Reprint with monochrome cover. Mag mildly curved along spine due to being store in an AH sized box, otherws EX. ■ Reprint. ARTICLES ON: PanzerLeader 1940 variant w/ 12 additional scenarios, unit analysis & composition; Stalingrad revision; Andrew McNeil interview; Third Reich 1st clarifications; D-Day redseign to '77; Rail Baron 4th person strategy; Central Pacific gambit in VITP. '78									
111909	General Magazine 15/4	Excel	n	0.3 #	Y	n	\$3.00	\$2.00	1	
	No insert. Last copy. ■ Strategic Submarine insert. ARTICLES ON: Strategic Submarine campaign variant; 10 addtl Submarine scenarios; Panzerblitz situation X with players selection forces & objectives secretly; Third Reich early options revisited; Squad Leader PBM; Wavre scenario for Waterloo; Caesar's Legions replay. '79									
84734	General Magazine 16/4	Excel	n	0.3 #	Y	n	\$4.00	\$2.00	1	
	No insert. ■ Insert. ARTICLES ON: Magic Realm analysis, strategy, errata & addtl rules; Cross of Iron scenario analysis; diplomacy in Third Reich; Russian Campaign replay. '79									
106921	General Magazine 16/6	Mint	n	0.3 #	Y	n	\$4.00	\$2.00	2	
	With insert. ■ Insert & Anzio 4-player Diadem scenario insert. ARTICLES ON: Dune overview & strategy; Diplomacy 1914 variant; Hunting scenario for Outdoor Survival; Opponents Wanted survey & summary; CRT analysis; 4 player Diadem scenario for Anzio 2nd, designers notes, plus replay; Probability in Panzerblitz; Area PBM rules. '80									
99234	General Magazine 16/6	Excel	n	0.3 #	Y	n	\$5.00	\$3.00	2	
	W/ insert & Anzio 4-player Diadem scenario insert. Mag cover has dog ear. ■ Insert & Anzio 4-player Diadem scenario insert. ARTICLES ON: Dune overview & strategy; Diplomacy 1914 variant; Hunting scenario for Outdoor Survival; Opponents Wanted survey & summary; CRT analysis; 4 player Diadem scenario for Anzio 2nd, designers notes, plus replay; Probability in Panzerblitz; Area PBM rules. '80									
65611	General Magazine 17/2	Excel	n	0.3 #	Y	n	\$4.00	\$2.00	1	
	1x3 Inventory label 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									
75312	General Magazine 17/4	New	n	0.3 #	Y	n	\$4.00	\$2.00	2	
	1x3 Inventory label on cover, otherws new ■ 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									

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Part#	Game Title & Edition	General Condn	Box	Weight (Lbs)	Out of Print ?	Errata Included	Normal Price Cash-Basis	Buy-Now Cash Liquidtn Price	Qty Avail
75302	General Magazine 17/6 1x3 Inventory label on cover otherws new. ■ Insert. ARTICLES ON: Soviet defense in Stalingrad; pirates variant for Woodenship & Iron Men; revising War at Sea w/ recommended ship value changes (including VitP); Third Reich replay pt2; Squad Leader clinic, the advance phase; Longest Day errata; Barbarian strategy in Ceasar's Legions; interview w/ Kevin Zucker; counter the TKO in Three gambit in Victory in the Pacific; revised Viipuri defense plan in Russian Campaign. '81	New	n	0.3 #	Y	n	\$5.00	\$2.50	1
75321	General Magazine 18/1 1x3 Inventory label on cover, otherws new. ■ ARTICLES ON: Fury in the West 2nd overview & analysis; analysis of Bismarck'78 basic & adv game tactical combat systems; SL clinic on quiz on basic inf tactics; 2 player variant for Dune; Negotiation in Diplomacy pt1; Afrika Korp '80 rules overview; interview w/ Tom Dalglish; Panzerblitz scenario 6; opponents wanted survey pt3; Persian strategy in Alexander; French strategy in War & Peace. '81	New	n	0.4 #	Y	n	\$5.00	\$2.50	1
75323	General Magazine 18/2 1x3 Inventory label on cover, otherws new. ■ ARTICLES ON: Air Force aircraft analysis plus 10 new scenarios; adding decoy counters & hidden movement to Afrika Korp; Third Reich 3rd overview; improvements to Tobruk; DYO scenarios using point values in Arab-Israeli Wars; Allied counters to Japanese strategies in Victory in the Pacific; Strategy in Diplomacy, pt 2; German setup in D-Day; SL clinic on bunkers; interview w/ Dale Sheaffer. '81	New	n	0.4 #	Y	n	\$4.00	\$2.00	2
84741	General Magazine 18/4 ■ ARTICLES ON: Gladiator overview, analysis, manuever variant, Gladiator v Beast variant (w/ insert); probability analysis of Gladiator; SL survey; tactical combat variant for Luftwaffe; War & Peace 1812 scenario replay; SL wire clinic; Alan Moon interview; Air Assault on Crete analysis & strategy, & PBM system; changes for On to Berlin scenario in Fortress Europa; Allied strategy in War at Sea; basic German alternatives in Afrika Korps. '81	Excel	n	0.4 #	Y	n	\$3.00	\$1.00	3
75331	General Magazine 18/4 1x3 Inventory label on cover, otherws new. ■ ARTICLES ON: Gladiator overview, analysis, manuever variant, Gladiator v Beast variant (w/ insert); probability analysis of Gladiator; SL survey; tactical combat variant for Luftwaffe; War & Peace 1812 scenario replay; SL wire clinic; Alan Moon interview; Air Assault on Crete analysis & strategy, & PBM system; changes for On to Berlin scenario in Fortress Europa; Allied strategy in War at Sea; basic German alternatives in Afrika Korps. '81	New	n	0.4 #	Y	n	\$4.00	\$1.50	3
75337	General Magazine 18/6 1x3 Inventory label on cover, otherws new. Last copy. ■ 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	New	n	0.4 #	Y	n	\$6.00	\$3.00	1
64561	General Magazine 19/1 1x3 Inventory label on cover. ■ ARTICLES ON: Storm over Arnhem analysis & strategy; Storm Over Arnhem mini game scenario; Storm over Arnhem replay pt1 & designers notes; Longest Day overview pt1 & scenario analysis; German strategy for invading France in Third Reich; Down with the King design notes & errata; Tobruk defensive tactics. '82	Excel	n	0.4 #	Y	n	\$5.00	\$3.00	1
99265	General Magazine 19/6 Includes insert. Last copy. ■ Insert. ARTICLES ON: PBM Victory in the Pacific w/ si-move; Victory in the Pacific replay; diplomacy in Third Reich; Italy in Diplomacy; grading AH games for historicity; gammastered Flattop; naval fire & duds in Bismarck'78; Naval War; Soviet subs in Submarine; Submarine variant rules; SL clinic on rubble & roadblocks. '83	Excel	n	0.4 #	Y	n	\$6.00	\$3.00	1
99267	General Magazine 20/1 Includes insert. ■ Insert. Articles include: SL: GI Anvil Victory preview & analysis, scenario analysis, design debate. errata; Victory in the Pacific replay. '83	Excel	n	0.4 #	Y	n	\$4.00	\$1.00	2
99274	General Magazine 20/4 Includes insert. Last copy. ■ Insert w/ SL Scen O. ARTICLES ON: tour of Freedom in the Galaxy; PBM system for Starship Troopers & Dune; Diplomacy strategy; learning Squad Leader; another look at Blitzkrieg '75; SL clinic, concentration of force; new event cards for Kingmaker. '83	Excel	n	0.4 #	Y	n	\$8.00	\$4.00	1
65191	General Magazine 20/5 1x3 Inventory label on cover. Otherws new. Last copy. ■ 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	New	n	0.4 #	Y	n	\$5.00	\$2.00	1
56710	General Magazine 20/6 w/ insert. 1x3 Inventory label on cover. Last copy. ■ Insert & B-17 & Air Force variant inserts. ARTICLES ON: B-17 analysis; Origins '83 B-17 tournament; British Bomber charts for B-17; B-17 aircraft variants; Allied strategy in Luftwaffe; fighter analysis in Dauntless 2nd; Allied invasion options in Fortress Europa 2nd; Japanese jaws plan in Midway '64; Bull Run replay pt 2; Guns of August Second Balkans War scenario; SL scenarios SSTK 1a & b. '84	Excel	n	0.4 #	Y	n	\$5.00	\$2.00	1
99280	General Magazine 21/1 w/insert. Last copy. ■ ARTICLES ON: 2nd ed Up Front rules changes; card play in Up Front; Up Front analysis & Scenario A replay; British setup options in Storm Over Arnhem; GI Anvil scenario analysis; Russian defensive setup in Russian Campaign; D-Day Allian invasion possibilities. '84	Excel	n	0.4 #	Y	n	\$4.00	\$2.00	1
64565	General Magazine 21/6 No insert. Some wear to the edges of mag. 1x3 Inventory label on cover. Does not contain Victory magazine. ■ Insert including Arab-Israeli Lebanon & Firepower variants. ARTICLES ON: infantry in Firepower; Firepower campaign rules; Firepower scenario 3 replay; scenario analysis in Arab-Israeli Wars; Blitzkrieg '85 toumey rules; Tactics II amphibious variant; Arab-Israeli Wars Lebanon scenarios (5); SL clinic. '85	VeryGd	n	0.4 #	Y	n	\$3.00	\$1.00	1
99291	General Magazine 22/1 w/ Gunslinger insert. Does not include Victory mag. ■ Insert. ARTICLES ON: analysis on Panzer Armee Afrika 2nd; ammo choice in Tobruk; errata & variants for Down With the King; heavy weapons in Tirreme 2nd; PBM rules for Gunslinger; target aspect issues in Tobruk; analysis of Malta from Air Assault on Crete; Diplomacy; British deployment in War at Sea; Afrika Korp Op Compass (June 1940) variant; playing Egypt in Civilization; German Mediterranean strategy in Third Reich. '85	Excel	n	0.5 #	Y	n	\$3.00	\$1.00	4
99296	General Magazine 22/5 w/ insert. Last copy. ■ Insert. Devil's Den strategy & advanced rules & errata; 5 Gunslinger scenarios; tactics & Union strategy in Bull Run; PBM Diplomacy; Stellar Conquest variants; interview w/ Bruce Shelley; Diplomacy; plotting revolts in Freedom in the Galaxy 2nd; SL scenario 3000. '86	Excel	n	0.4 #	Y	n	\$5.00	\$2.00	1
67070	General Magazine 23/3 1x3 Inventory label on cover. ■ Insert w/ 1 ASL scenario bound into mag. ARTICLES ON: Adding little ships to Submarine (w/ counters); British in Submarine including 10 scenarios; SL clinic on reserves; variant scenario for Hitler's War; weapons of mass destruction in Blitzkrieg; ASL Beyond Valor scenario 8 replay; revisions to Battle of the Bulge '81. '86	Excel	n	0.4 #	Y	n	\$3.00	\$1.00	2

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Part#	Game Title & Edition	General Condtn	Box	Weight (Lbs)	Out of Print ?	Errata Included	Normal Price Cash-Basis	Buy-Now Cash Liquidtn Price	Qty Avail
67518	General Magazine 23/5 1x3 Inventory label on cover. ■ Insert including ASL scen F & G bound in mag. ARTICLES ON: Knights of Air design, addtl scenarios; Waterloo revision with new CRT, morale, OoB, etc; Allied options in Third Reich; More city targets for B-17; Manuevers for Richthofen's War; strategy in Victory in the Pacific; SL clinic on killing Tiger tanks. '87	New	n	0.4 #	Y	n	\$4.00	\$1.00	2
99310	General Magazine 24/1 Insert w/ 2 ASL scenarios (DASL A, ASL H) bound in mag. Last copy. ■ Insert w/ 2 ASL scenarios (DASL A, ASL H) bound in mag. ARTICLES ON: ASL DIY scenarios; ASL Steets of Fire replay of scenario 1 pt 1; SL clinic on night; Axis strategy in Russian Campaign; central European conflict in Firepower with scenarios; DASL scen A, ASL scen H; new scenarios for Sixth Fleet; additional units & rules for NATO; Russian first turn in Russian Front plus errata; Soviet victory in Panzergruppe Guderian. '87	Excel	n	0.4 #	Y	n	\$5.00	\$2.00	1
41139	General Magazine 24/3 w/insert. 1x3 Inventory label on cover. ■ Insert including 2 ASL Scenar G4-5 bound into mag. ARTICLES ON: Diplomacy PBM replay among players who don't know one another; Diplomacy & history; strategies in PBM Diplomacy; ASL scenarios G5 & G6; First turn strategy in Hitler's War 2nd; player nots for Empires in Arms; Hiter's War rule revisions; strategy in Dark Emperor; strategy in Pacific War. '88	Excel	n	0.4 #	Y	n	\$3.00	\$1.00	2
76007	General Magazine 25/3 w/insert. 1x3 Inventory label on cover. Last copy. ■ Insert. ARTICLES ON: 1st person replay of Patton's Best; calendar of engagements of 4th Canadian Armor div for Patton's Best; development of the M4 Sherman tank; Patton's best clarifications; upgunning Afrika Korp; Third Reich 1941 scenario; SL guns v tanks clinic; West of Alamein intro; ASL scenario G7 & M; Title Bout analysis; PBM Panzergruppe Guderian; revised artillery ranges in Panzerblitz; patrol scenario in Up Front; historical changes to Storm Over Arnhem; Panzer Leader scenario 12; German strategy in Btl of the Bulge '81. '89	Mint	n	0.4 #	Y	n	\$5.00	\$2.00	1
67014	General Magazine 25/6 w/insert. 1x3 Inventory label on cover. Last copy. ■ Insert. ARTICLES ON: the British in ASL & the scenarios of West of Alamein; the minor powers of ASL Last Hurrah; SL clinic; analysis of Panzer Armeee Afrika; ASL Scenario G9, N; 2-player rules for Raid on St. Nazaire; analysis of Desert War kit for Up Front; special forces scenarios for Firepower; analysis of Pax Britannia; analysis of Statis Pro Football. '89	Excel	n	0.4 #	Y	n	\$5.00	\$2.00	1
113861	General Magazine 26/3 With insert. Last copy. ■ Insert w/ additional Tac Air aircraft data. ARTICLES ON: MBT intro & unit analysis; MBT rules index; Soviet situation in MBT; umpired MBT replay; "Improved" Flight Leader rules; Iran-Iraq War scenarios for Firepower; Acquire strategy; Statis Pro Baseball; Korean War Flight Leader scenarios; ground units in Tac Air; unit analysis for the Fleet game series. (Note that subscriber copies of this issue included a countersheet as a bonus; this sheet was not included in copies sold thru the hobby distribution system and is not included here.) '90	Excel	n	0.4 #	Y	n	\$4.00	\$2.00	1
75362	General Magazine 26/5 1x3 Inventory label on cover. Last copy. ■ ARTICLES ON: design-your-own scenarios for Up Front; Up Front campign game rules; Up Front Desert War replay; 3-player Up Front rules; Ambush personal reflections; Wrasslin' analysis; random appear opposing fighters for Air Force scenarios; 4 new, hypothetical scenarios for Flat Top emphasizing balance & uncertainty; YB-40 variant for B-17; covert SE Asia missions in Firepower; Notes on Red Devil division for ASL. '90	New	n	0.4 #	Y	n	\$6.00	\$3.00	1
64594	General Magazine 27/1 1x3 Inventory label on cover. Last copy. ■ ARTICLES ON: Soviet strategy for Russian Campaign; historical Russian Campaign; revised OoB for Russian Campaign; reference notes for ASL for mtn troops; historical setup for 12th party congress in Kremlin; Axis 1941 offensive in Russian Front; defending Stalingrad in Turning Point Stalingrad. '91	Excel	n	0.4 #	Y	n	\$5.00	\$2.00	1
79258	General Magazine 27/4 w/ Insert. Last copy. ■ ARTICLES ON: Republic of Rome analysis, PBEM rules, PBEM replay; Rep of Rome design notes; learning guide for Adv Civilization; 1991 Coup variant for Kremlin; Empire in Arms strategy, pt 2; Diplomacy master replay pt 1. '91	Excel	n	0.4 #	Y	n	\$4.00	\$2.00	1
79259	General Magazine 27/5 No insert, otherws EX. ■ ARTICLES ON: overview of Btl Bulge '91; German & Allied strategy for Bulge '91; endgame scenarios for Bulge '91; 3rd edition changes to Bulge '81 rules; Reference notes for ASL; Diplomacy master replay, pt 2; Tac Air game system; 1991 March Madness teams; Republic of Rome replay pt 2; D-Day'77 strategy. '91	Excel	n	0.4 #	Y	n	\$3.00	\$1.00	2
75395	General Magazine 27/5 w/ insert. 1x3" Inventory label on cover, otherws clean. ■ ARTICLES ON: overview of Btl Bulge '91; German & Allied strategy for Bulge '91; endgame scenarios for Bulge '91; 3rd edition changes to Bulge '81 rules; Reference notes for ASL; Diplomacy master replay, pt 2; Tac Air game system; 1991 March Madness teams; Republic of Rome replay pt 2; D-Day'77 strategy. '91	New	n	0.4 #	Y	n	\$4.00	\$2.00	2
64599	General Magazine 27/6 1x3 Inventory label on cover. Last copy. ■ ARTICLES ON: Blackbeard replay; beginners primer for Blackbeard; design history of Blackbeard; solitaire Blackbeard replay; Blackbeard errata; the pits in Speed Circuit; players' notes for Gangster; black market variant for Merchant of Venus; card analysis for Attack Sub; commerce raiding against Britain in War & Peace; New World variant; strategy in Wrasslin'; financial strategy in Stocks & Bonds; Rennell Island scenario for Carrier; solitare rules for Wooden Ships & Iron Men. '91	Excel	n	0.4 #	Y	n	\$4.00	\$2.00	1
71629	General Magazine 28/2 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	New	n	0.4 #	Y	n	\$4.00	\$2.00	1
75372	General Magazine 29/1 1x3 Inventory label on cover. ■ Insert. ARTICLES ON: Avaloncon '93; History of the World scoring sheet & variant; History of the World walk thru; bidding for your empire in History of the World; defending turf in History of the World; We the People Preview; Roadkill intro; AtlantiCon'92 ASL tourney scenarios;Assassin preview. '93	New	n	0.4 #	Y	n	\$3.00	\$1.00	2
71665	General Magazine 29/2 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 toumy rules. '94	New	n	0.4 #	Y	n	\$3.00	\$0.50	17
71707	General Magazine 29/3 1x3 Inventory label on cover. Last copy. ■ Inserts. ARTICLES ON: German defense in Breakout, Normandy; Allied options in Breakout Normandy; Guerilla preview; effective assassinations in Assassin; Adv Civilization variant; Operation Crusader PC tactics; ASL scenario G19 Tough Nut to Crack analysis; Operation Crusader review; Breakout Normandy replay pt 1. '94	New	n	0.4 #	Y	n	\$5.00	\$3.00	1

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71727	General Magazine 29/4 1x3 Inventory label on cover, otherws new. Last copy. ■ 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	New	n	0.4 #	Y	n	\$6.00	\$4.00	1
71735	General Magazine 29/5 1x3 Inventory label on cover. ■ Inserts. w/ ARTICLES ON: native policy in New World; non-player nations in New World; use of cavalry in the Great Campaigns of Am Civil War series; Stonewall Jackson's Way by mail; Turkish options in Empires in Arms; Myths of Pearl Harbor; Avaloncon '94; Operation Crusade PC (Hell Fire Pass) replay; opening German moves in Battle of the Bulge '92; Colonial Diplomacy designer notes; Flight Commander 2 preview. '94	New	n	0.4 #	Y	n	\$3.00	\$0.50	14
71767	General Magazine 29/6 1x3 Inventory label on cover, otherws New. ■ Insert. Contains ARTICLES ON: Road Kill analysis; 1-2 player Guerilla; the US military prior to WW2; Tyranno Ex tactics; ASL countering an AFV in Motion tactic; History of the World strategy; Up Front elevation rules; Wrasslin' 4 character insert; Flight Commander 2 preview; Attack sub variants & scenarios; 5th Fleet Bay of bengal series replay; Kremlin many player rules. '95	New	n	0.4 #	Y	n	\$2.00	\$0.50	4
71783	General Magazine 30/1 1x3 Inventory label on cover, otherws new. ■ ARTICLES ON: Peloponnesian War strategy; analysis of leaders in Civil War; errata & advanced rules for Tokyo Express; March Madness '95 NCAA Bball Final Four teams; programmed ASL; 1830 PC preview; strategy in New World; Adv Civ PC preview; Fifth Fleet PC replay; Across 5 Aprils analysis of 1st Bull Run scenario; Flight Commander 2 PC scenarios & strategy; scenarios for Flash Point, Golan; tactics in ASL; tactics in Stalingrad PC. '95	New	n	0.4 #	Y	n	\$3.00	\$0.50	5
71804	General Magazine 30/2 1x3 Inventory label on cover. ■ ARTICLES ON: Blue, Green, Yellow & Purple strategy in Maharaja; Ireland add-on map variant for Britannia; Brit commandos in ASL; tactics for 1830 PC; fleet variant for Enemy in Sight; Maharaja reply; Knights of the Air scenarios & variants; tactics in Stalingrad PC, pt2; Maharaja errata. '95	New	n	0.4 #	Y	n	\$3.00	\$0.50	6
71843	General Magazine 30/4 1x3 Inventory label on cover. Last copy. ■ Inserts. ARTICLES ON: Strategy in & analysis of Colonial Diplomacy, w/ errata; Panzer Leader Arracourt scenario analysis, pt2; History of the World analysis of mid-game kingdoms; Stalingrad PC replay; interview w/ Mark Simonitch; Win Place & Show variant w/ insert; DASL scenario B analysis; Machiavelli 3rd preview; Sun Tzu & the art of war. '96	New	n	0.4 #	Y	n	\$5.00	\$3.00	1
94147	General Magazine 30/5 w/Insert (London's Burning log, March Madness errata cards). ■ Insert. ARTICLES ON: Mustang review w/ additional scenarios & variant rules; Exhaustive aircraft characteristics for all nations for Mustangs; Machiavelli 3rd replay; Londons Burning review w/ play aids; March Madness dream teams w/ insert cards; History of the World variant to prevent a fixed-order last turn; interview w/ Bill Levay; weapon breakdowns in ASL. '96	Excel	n	0.4 #	Y	n	\$3.00	\$1.00	2
71850	General Magazine 30/5 1x3 Inventory label on cover, otherws new. ■ Insert. ARTICLES ON: Mustang review w/ additional scenarios & variant rules; Exhaustive aircraft characteristics for all nations for Mustangs; Machiavelli 3rd replay; Londons Burning review w/ play aids; March Madness dream teams w/ insert cards; History of the World variant to prevent a fixed-order last turn; interview w/ Bill Levay; weapon breakdowns in ASL. '96	New	n	0.4 #	Y	n	\$4.00	\$2.00	2
79278	General Magazine 30/6 No insert, otherws EX. Last copy. ■ ARTICLES ON: strategy in Geronimo, random events variant & errata; history of the 2nd Punic War; Air Baron design history, playing tips, replay; interview w/ Ben Knight; 8 player campaign game variant for Empire in Arms; analysis of nations of Civilization. (Note that subscriber issues included a countersheet; this was not included in distribution copies & is not included here.) '96	Excel	n	0.4 #	Y	n	\$4.00	\$2.00	1
71864	General Magazine 31/2 w/Inserts. 1x3 Inventory label on cover. Last copy. ■ Inserts. ARTICLES ON: Basic strategy, British Defense, & micro scenarios for London's Burning; Cavewars strategy; sniper abatement in ASL; Avaloncon 1996; Hannibal replay; Maharaja Ntl Arrival Tables insert; ASL scenarios G35-6; Age of Renaissance sample game; winning Acquire; historical conquest in War & Peace; 1953 Intrigue variant for Kremlin w/ 5 card insert. '97	New	n	0.4 #	Y	n	\$4.50	\$2.50	1
43835	General Magazine 31/5 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	New	n	0.4 #	Y	n	\$3.00	\$1.50	3
65503	General Magazine 32/1 1x3 Inventory label on cover. Last copy. ■ 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	New	n	0.4 #	Y	n	\$7.00	\$5.00	1

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