

This catalog lists all the Magazine-issue Games *Fine Games* has in stock currently. These may or may not include the magazine itself. Each item listing indicates whether the associated mag is included both in the specific description and the Game Only? column.

Items here are listed alphabetically by **publisher** then by **game title**. The number following the game title (e.g. "#23") represents the issue number.

Listed here are **756** items available as of time this catalog was created on **1/24/2012**. We update this catalog periodically; so, a relative handful of items may have sold. If you're keen on specific items, you can check our regular online catalogs which are updated several times each week for current availability. Our bet is that what your looking for IS available for you.

1/24/2012 19:17

FINE GAMES Mag Games by Publisher &amp; Game

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #
Specific Condition, Subject, Designer, Year	Only? Part# Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl
								Scale
								Plyrs

See page 33 for an explanation of the various codes &amp; column data used in this catalog.

**Against the Odds Magazine**

(541) 756-4711 10am-9pm PST

(866) 690-7879 10am-9pm PST

<b>Agean 1943 2nd / Assault on Narvik #14</b>	73354	<a href="#">Against the Odds Magazine</a>	\$27.00	New	HP			4
w/mag. Substantial revision of an earlier, primitive game of the air-land-sea battle for control of the eastern Mediterranean in Fall 1943, after the Italian surrender. Covers the area from Rhodes to Naxos with many small islands, as the Allies attempt to occupy them. Weekly turns, 6.5k/hex, company/btn/reg level. P.Moore'05 Also includes a small game of the battle for Narik, Norway, 1940. '05								
<b>Big Push, Battle of the Somme #11</b>	71559	<a href="#">Against the Odds Magazine</a>	\$28.00	New	HP			4
w/mag. Covers British attempt to force a breakthru on the Somme in 1916 against the Germans. Weekly turns, rgt/div level, 1142yd/hex, covering up to the entire 6mo campaign. R.Nord'05								
<b>Birth of a Legend, Lee &amp; the 7 Days #32</b>	95499	<a href="#">Against the Odds Magazine</a>	\$28.00	New	HP			4
w/mag. Area-move game using the Not War but Murder system. Game of the Seven Days Campaign, June-July 1862, which made Lee famous while ending the Union's best chance for an early victory. While Lee's plan ultimately failed, he demoralized Union leadership such that they evacuated the Peninsula as a result. 176 counters. M.Rinella'11 / ARTICLES ON: There Must be a Victory variant rules & Steampunk rules; Maryland units in the Confederate army; Seven Days Campaign of 1862; Failed attacks (sieges) on capital cities thru history; computer simulations of German options & outcomes in the Bocage area of Normandy; Trafalmodorian military thinking; Pearl Harbor historical alternatives gamed using Avalanche's Midway.								
<b>Bittereinder 2nd #13</b>	74785	<a href="#">Against the Odds Magazine</a>	\$28.00	New	HP			6
w/mag. Game of the entire 2nd Boer War, 1899-1902, that resulted in a Phyrnic victory of the British over the Boers in a bitter struggle. Includes 264 5/8" counters. H.Gerber'05								
<b>Buffalo Wings #29</b>	96101	<a href="#">Against the Odds Magazine</a>	\$28.00	New	HP			1
w/mag. Game of aerial combat during the Winter War & Continuation War, 1939-41, over Finland. Uses the Fighting Wings game system, and can mate with other games in the series. Includes solitaire, 2 & multiplayer rules. Covers various Brewster Buffalo fighters (which other nations panned but worked well for the Finns), plus other Finnish fighters & a range of Soviet adversaries. '10								
<b>Cactus Throne #15</b>	82551	<a href="#">Against the Odds Magazine</a>	\$28.00	New	HP			6
w/mag. Includes variant & 40 counters for Into a Bear Trap #10. Game of Napoleon III's attempt (under the cover of a multi-nation expeditionary force) to install a hand-picked ruler, Maximilian, as the Mexican king, and acquire Mexico as a French colony between 1862-67. Mexicans loyal to Juarez, the elected president, eventually defeated Juarez & the French, and the French withdrew from the hemisphere. 320 counters, area move map; battln level, 2mo/turn. A.Nunez'06								
<b>Chennault's First Fight #12</b>	71343	<a href="#">Against the Odds Magazine</a>	\$28.00	New	HP			4
w/mag. Covers the Flying Tigers' aerial resistance to the Japanese invasion of China & Burma, 1941-2. Includes the land campaign but focus is on the air campaign with units representing about 6 aircraft each. '05								
<b>Dark and Bloody Ground #7</b>	94546	<a href="#">Against the Odds Magazine</a>	\$28.00	New	HP			4
v2 # 3. Game covering the 5 year struggle for control of what is now Ohio in what was then the Northwest Territory. Quarterly turns, area move map (1"=25mi) w/ tactical battle maps. 1 map, 280 counters, 4 scenarios. P.Rohrbaugh'04								
<b>Deathride, Battle of Mars-la-Tour #24</b>	93691	<a href="#">Against the Odds Magazine</a>	\$28.00	New	HP			4
w/mag. C.Roberts 2009 Best Mag Game winner. Game covering the stand by a single German corp against the entire French Army during the Franco-Prussian War of 1870 tho the French believed themselves outnumbered. Game highlights the technological & command differences of the two armies, as well as the deadly effect of modern weapons. Div level, area move. C.Vasey'09								
<b>Fatal Attraction, Gallipoli Campaign #20</b>	81443	<a href="#">Against the Odds Magazine</a>	\$28.00	New	HP			4
Operation level game of the 1915 Gallipoli Campaign, as Britain & France attempt to capture the Dardanelles by land. P.Rohrbauch'07								
<b>Fatal Attraction, Gallipoli Campaign #20</b>	95276	<a href="#">Against the Odds Magazine</a>	\$19.00	Excell	HP			4
w/mag. Operation level game of the 1915 Gallipoli Campaign, as Britain & France attempt to invade, capture & break out from the Dardanelles by land. Allows variable invasion sites & covers the naval aspects of the game. P.Rohrbauch'07								
<b>Fortress Berlin 2nd # 8</b>	90704	<a href="#">Against the Odds Magazine</a>	\$29.00	New	HP			4
v2 #4 reprint. Operational level game of the Third Reich's last 16 days & the ferocious battle for Berlin. Covers the bitter fight for the heart of Berlin at 500yd/hex, 1 day/turn, co-div level, 480 counters. Includes what-if such as the reinforcement by nearby forces that could have moved into Berlin (including 2 SS Panzer divs). Includes solitaire rules. Designed by a yeoman designer, J.Prados'09								
<b>Go Tell the Spartans #6 2nd</b>	94547	<a href="#">Against the Odds Magazine</a>	\$28.00	New	HP			3 1
Reprint of the boxed version w/mag & larger format counters. With errata counters for Nap at the Berezina (10), Khe Sanh (26), North Wind Rain (4). Solitaire game (w/ 2-3 player optioin) of the heroic Greek defense of the pass at Thermopylae against the Persian hordes by a relative handful of soldiers, Aug.480BC. A grand tactical game with some sophistication, played on a matrix of squares with the Greeks defending a wall across the center of the pass. 252 counters (including erratas), 100men/unit, 1day/turn (with many action rounds). R.Markham'10								

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Specific Condition, Subject, Designer, Year	Only?	Price EA	Flag	Conditn	Type	Print?	Incl	Scale
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<b>Golden Horde, Kulikovo 1380 #18</b> w/mag. Game of the pivotal 1380 battle of Kulikovo in which a Russian prince leads a force that defeats the Mongol's hold on Russia and opens its future as an independent nation. Uses the Suleiman/Men on Iron game system. Focus is on one large battle at a small scale. 295yd/hex. ~750men/unit, abstract time/turn over the 4hr battle. Articles on Russia & the Golden Horde; comparison of the Mongols with other memorable empires in history; 4th generation wargames; role of weather in games; including fog of war; the War of 1898 from Spain's standpoint; von Spee's raider squadron, 1914. R.Berg'07	94575	<a href="#">Against the Odds Magazine</a>	\$28.00	New	HP			3
<b>Guerra a Muerta [War to the Death] #23</b> w/mag & 20 variant counters (Wintergewitter (10), Fatal Attraction (10)). Game covering the wars that shaped South & Central America's independence from the primary remaining colonial power, Spain, during the period 1810-1824. Area move. J.Romero'08 / Articles on: Wars of Independence from Spain, 1810-24; the Argentinian Granaderos a Caballo elite rgt, 1812-26; battles & commanders of the wars of Spanish Independence; Ahtualpa Revolt in Peru, 1742; variants for Mortain Counterattack, Some Poles Apart & Showtime Hanoi; Survey of strategic level Am War of Independence games.	95136	<a href="#">Against the Odds Magazine</a>	\$28.00	New	HP			6
<b>Hungarian Nightmare, Budapest 1945 #31</b> w/mag. Game of the bitter battle for the Hungarian capital of Budapest, Dec'44-Feb'45, the 2nd bloodiest in history. The 79000 Germans & Hungarians have only a hodgepodge of attack-capable units & logistical problems. But the Soviets have 177,000 - 2 fronts - & a tight timeline. Victory based on besting actual history. 420 counters, rgt level, 1-1/2 area move maps, 3days/turn. M.Stille'11 / ARTICLES ON: the emergency air resupply of Budapest, 1945, via glider; Soviet siege of Budapest 1945; WW2 urban sieges; TARLETON'S QUARTER! expansion rules; battle of Navarion, last btl in Age of Sail, 1827; US-China relations as a zero-sum game.	95330	<a href="#">Against the Odds Magazine</a>	\$28.00	New	HP			4
<b>Into a Bear Trap #10</b> w/mag v3 #2. Intriguing game of the Russian attempt to subdue the Chechyan capital of Grozny in 1995 by occupying it with what they considered to be overwhelming mechanized force, thus covering the population as in 1991. But the Chechyan rebels prepared for the occupation with well armed snipers, tank killer teams, mortars, etc. A bloody battle for the city ensued covered at 150yd/hex, platoon level, 2hrs/turn. P.Moore'04	93697	<a href="#">Against the Odds Magazine</a>	\$27.00	New	HP			3
<b>Kadesh, Day of the Chariot #21</b> w/mag. Includes 20 variant counters for Imperial Sunset #17. Main game covers Ramses II's victory over the Hittites at Kadesh. 2 scenarios depict rival historical interpretations, plus another that follows the script the historical leaders had agree upon. 120m/hex, 100chariots/unit--and there are lots. 300 counters. G.Dickens'08 / Also a small intro game, Desert Duel, First Alamein, covering the battles around El Alamein in July'42. 3days/turn, 4mi/hex, div level. 88 5/8" counters. G.Dickens'08 / Articles cover: battle of Kadesh & chariot combat; combat fighting "vehicles" starting with the horse; stacking in wargames; card driven games present false historical choices; studying conflict simulations; simulation games as learning tools; Rommel at Alamein, July'42. '08	96052	<a href="#">Against the Odds Magazine</a>	\$28.00	New	HP			3
<b>Kesselschlacht #3</b> w/mag. Operational level game of the escape of the German First Panzer Army from encirclement, Mar-Apr'44, by 9 Soviet armies. Moderately complex game w/ 320 counters, 1 map, rgt/div level, 1day/turn, 5.5km/hex. Includes effects of weather, air power, defensive positions, fuel limitations, etc. 2 scenarios. P.Moore'03	71085	<a href="#">Against the Odds Magazine</a>	\$28.00	New	HP	OoP		4
<b>Khe Sahn, 1968 2nd #2</b> w/mag. Reprint of this operational level game of the campaign for Khe Sahn firebase and for Quang Tri province generally early in 1968, tho like many US-histories, tends to overrate the importance of Khe Sahn versus the Tet Offensive that immediately followed. Co/btl/reg level w/ hidden movement, deployment modes, infiltration, air & artillery, special units, etc. 3 scenarios. 200 counters. J.Prados'08	96261	<a href="#">Against the Odds Magazine</a>	\$28.00	New	HP			4
<b>Lash of the Turk #30</b> w/mag. Includes 3 games. LASH is a full-sized, operational level game of key campaigns of the 16-17th century during the time of Suleiman the Magnificent as the Ottoman Empire was on the rise & threated SE Europe. Map covers area between Vienna & Bucharest. 4 scenarios, 240 counters. A.Nunez'11 / WHEN THE WEST CAME EAST is a small, solitaire game of the 1st Crusade. Area move 8.5x11" map covers Turkey & the Middle East. 40 counters/ DASH OF PEIPER is a sampler game of Peipers dash to the Meuse during the Btl of the Bulge 1944. on a postcard. '11 / ARTICLES ON: Suleiman's Attack on Europe 1521-66; 1683 campaign for Vienna, the Ottoman's High Water Mark; Ottoman Empire's manpower resources; Janissaries in the Ottoman army; Biafra! game design; Designing games for cause v effect in historical games; the South's ability to win the Am Civil War, and the Lost Cause Ideology; Burma Theatre in WW2; play balance in wargames; technology of war & crafting games (J.Prados).	94720	<a href="#">Against the Odds Magazine</a>	\$28.00	New	HP			6 5
<b>Meatgrinder, Btl for Xuan Loc #75 3rd #33</b> w/mag. w/ variants counters for Strike of the Eagle (12); Lash of Turk (4). MEATGRINDER is a further recycling of this Cold War-minded designer's game of the heroic last stand of an ARVN division at Xuan Loc as the northern Vietnamese forces streamed down the road to Saigon in the final days of America's Vietnam in 1975. 3 tank-reinforced NVA divisions attack a depleted ARVN division over a 2 week period. Variabel initiative, with many of the deadly weapons systems depicted. 240 counters. P.Moore'11 / BLOODY HUNLIKELY! is a mini game of Atilla the Hun's two western campaigns into France & n.Italy, 452-3AD. / Includes variant for Pocket at Falaise with 6 counters & rules & setup game aid card. / ARTICLES ON: Development of s.Vietnam's armored forces; battle at Xuan Loc 1975; leaders who took their country's money & ran; US politics during the final days of s.Vietnam; ARVN 1st Airborne at Xuan Loc; s.Vietnam's air force in 1975; the battle of Loos, 1915.	96103	<a href="#">Against the Odds Magazine</a>	\$28.00	New	HP			3
<b>Napoleon at the Berezina #4</b> w/mag. Brigade level game of Napoleon's forcing his way across the Berezina River in a desperate attempt to continue the French escape from central Russia, Nov.1812 as 3 Russian armies close for the kill. A tough game for both sides. 1 nicely colored map depicting Russian in winter, 200 counters, 475yd/hex, 4hrs/turn.	94984	<a href="#">Against the Odds Magazine</a>	\$28.00	New	HP			3
<b>North Wind Rain #5</b> w/Mag. w/2 Hegemon errata counters. Sophisticated, well researched game of one of the big what-ifs of WW2: what if the Japanese had attacked the USSR either in mid-1941 or when fully prepared in 1942? Rgt/div level game of the entire Manchurian border area thru Mongolia, with air power. 280 counters, colorful map, 16mi/hex, 5days/turn. M.Stille'03	93699	<a href="#">Against the Odds Magazine</a>	\$28.00	New	HP			6
<b>Operation Cartwheel / Gazala Line 1942</b> 2008 annual w/ game on MacArthur's campaign to capture or neutralize the Japanese forces in the Bismarck Archipelago, including the fortress island of Rabaul. 288 counters. P.Rohrbaugh'08 / Also includes Gazala Line 1942, a smaller, simpler, btl/reg level game of the Gazala battles of 1942. Intended as a beginners game. P.Rohrbaugh'08	96054	<a href="#">Against the Odds Magazine</a>	\$33.00	New	HP			4
<b>Paukenschlag #22</b> w/mag. Game covering the U-Boat campaign against the US's eastern seaboard & Caribbean in 1942 (including the what-if of German strategic bombing). Strategic, operational & tactical, with units representing 1-2 warships or 6-12 aircraft. 1wk/turn. P.Moore'08	86240	<a href="#">Against the Odds Magazine</a>	\$28.00	New	HP			6
<b>Pocket at Falaise #27</b> w/mag. Includes Guerra a Muerte Setup Aid Card & variant rules. Game of the Allied attack to close the Falaise Pocket at Normandy, thus destroying the bulk of the German mobile forces in France, and the German efforts to escape the trap. Playable solitaire & as 2-player. 220 counters. T.Raicer'09 / Articles on: Falaise Pocket, circle of fire; Figures Don't Lie, German losses at Falaise; Maczek's Tankers, rise of 1st Polish Armored Div; Tank buster aircraft at Mortain & Falaise; Fizzling Fish, failure of early US submarine warfare; 100 battles leading to an independent S.America; Canadian Maj. D. Currie & the Victoira Cross of Faliase; Neanderthals v Humans; Belgian Brigade in WWII.	94550	<a href="#">Against the Odds Magazine</a>	\$28.00	New	HP			4

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<b>Right Fierce &amp; Terrible, Sluys 1340 #34</b> w/mag. Game of the naval battle of Sluys in 1340 between English & French marauding forces. Archers & bowmen fire at range, then knights & men at arms duke it out once grappled. 172 counters. This battle gave command of the seas during the 100 Years War to the English, making it a turning point during that conflict. J.White'11 / Also included is SWARM, a solitaire game of Luftwaffe fighters trying to pick off a US bomber before it drops its cargo on a German city below.		96382	<a href="#">Against the Odds Magazine</a>	\$28.00		New	HP				1
<b>Storm Over Taierzhuang 2nd #25</b> Upgrade of this recent game of the 1938 Chinese attempt to trap Japanese forces advancing along a key rail line to the provisional Chinese capital. Large chinese forces armed with a small number of AT guns & Soviet-made aircraft confront 25,000 Japanese with armed w/ 100 tanks & armored cars. 280 colorful, unmounted counters. Btlm lvl, 1day/turn, 0.5km/hex. T.Co'09 / Articles on: Taierzhuang & the Chinese NW Army; Chinese airforce in WW2; What makes a game Epic?; Random events; Groping for the New Paradigm Revisited; the Nuremberg Defense; What makes a good game package?		95135	<a href="#">Against the Odds Magazine</a>	\$28.00		New	HP				4
<b>Suleiman the Magnificent #9</b> v3#1. w/mag. Simpler, grand tactical game of the 1526 battle in which the Ottoman Empire overwhelmed the Kingdom of Hungary. 225yd/hex. R.Berg'04		95495	<a href="#">Against the Odds Magazine</a>	\$28.00		New	HP				3
<b>Tarleton's Quarter / Flights Fantasy #28</b> w/mag. Tarleton is an operational/strategic level game of the British attempt to recapture the southern colonies (Georgia, N & S Carolina, Virginia) midway thru the American Revolution 1778-81, and using an overly optimistic strategy relying on a sympathetic populace. 1"/17mi (area move), 1pt/100 men, 1mo/turn. M.Joslyn'10 / FLIGHTS OF FANTASY is a small, 40 counter game of the abortive attempt to relieve Dien Bien Phu overland. 1"/10mi, 1wk/turn. P.Rohrbaugh'10 / Articles on: Tarleton's Quarter (atrocities), Tarleton's campaign in the Am Revolution; Britian's economic situation at the time of the Am Revolution; Tarleton & the British Legion; battle of Wagram, 1809; Soviet pilot quality in WW2; gaming Afghanistan (John Prados. '10		93703	<a href="#">Against the Odds Magazine</a>	\$28.00		New	HP				4
<b>There Must Be A Victory #26</b> w/mag. Game of the naval battles in the Adriatic Sea between the Austro-Hungarians & the Italians during the Third Italian War of Independence, 1866. Wooden sailing ships mix with iron-plated steamships, armored rams & a few ships with armored turrets. The A-Hs do well based on aggressivness despite being outgunned 2-1. P.Rohrbaugh'09 / Articles on: Naval campaign in Seven Weeks War of 1866; Max von Hapsburg & Lord Jackie Fischer, key leaders; naval warship evolution to the time of 1866; signal v noise in wargaming; French & Indian War; Seven Weeks Wars; wargaming in the military.		90213	<a href="#">Against the Odds Magazine</a>	\$28.00		New	HP				1
<b>Vallee de la Mort, Dien Bien Phu 2nd #16</b> Revision & reprint of this game of the pivotal battle of the first Vietnamese War, Dien Bein Phu 1954, at which the Viet Minh besieged and starved the heart of the French army in Indochina. Co/btlm level. 1wk/turn (1day/impulse), 700yd/hex, 280 counters. 5 short battle scenarios plus campaign. Also includes a mini game, Illusion of Victory, Btl of Na San, covering the successful French defense of a fortified complex that made the French hopeful in the DBP campaign. P.Rohrbaugh'06		77222	<a href="#">Against the Odds Magazine</a>	\$35.00		New	HP	OoP			3
<b>Alea Magazine (Ludopress)</b> (541) 756-4711 10am-9pm PST (866) 690-7879 10am-9pm PST											
<b>Africa 1859-60 #28</b> w/mag. Game of Spanish colonial wars, 1859-60, against Morocco. Btlm level, with several key battles played on different area move maps. Mag & components printed in Spanish. '03		93469	<a href="#">Alea Magazine (Ludopress)</a>	\$18.00		New	n				4
<b>Bizkaya 1937 #26</b> w/mag. Includes English rules translation. Gm in the battle of Bizkaya, 1937, as the Nationalists launch an offensive during Spanish Civil War. Brig level. Map & counters printed on inside cover of mag. Mag & all components printed in Spanish. '07		94081	<a href="#">Alea Magazine (Ludopress)</a>	\$18.00		New	n				4
<b>Guadalajara 1937, Entre dos Banderas# 14</b> w/64pg mag. Operational level game of the pivotal battle in the Spanish Civil War for Guadalajara, 1937. Includes 160 die cut counters. 1.5km/hex, btlm level. ALL mag content in Spanish; English rules translation included & also avail at www.Grognard.com.		93458	<a href="#">Alea Magazine (Ludopress)</a>	\$18.00		New	n				4
<b>Infierno Verde, Vietnam 1967 # 15</b> w/64pg mag. Green Inferno game covers the Vietnamese War in the Highlands, 1967. Two grand tactical scenarios covering two battles on 2 maps. Includes 200 die cut counters. ALL mag content is in Spanish; English rules translation included & also avail at www.Grognard.com.		93463	<a href="#">Alea Magazine (Ludopress)</a>	\$18.00		New	n				3
<b>Kursk 1943, el Fin de la blitzkrieg # 31</b> w/52pg mag. Kursk is a rgt level game of the German's Summer 1943 offensive. Includes about 340 counters in mag that must be mounted & cut apart. Game is 1st half; 2nd half published in #33. Includes addtl scenarios for Nordkapp#29. Spanish magazine with ALL material in Spanish; includes English translated rules to Kursk, & translation avail at www.Grognard.com. '06		94084	<a href="#">Alea Magazine (Ludopress)</a>	\$18.00		New	n				4
<b>Operation Nabopolassar, Kuwait 1991 #10</b> w/Mag. English translated rules; mag & all other components in Spanish. Game of hypothetical grand tactical combat had allied forces attacked fortified Iraqi forces in Kuwait, 1991. J.Tortosa'91		94079	<a href="#">Alea Magazine (Ludopress)</a>	\$25.00		New	n	OoP			3
<b>Shadow of the Eagle: Medellin 1809 #16</b> w/mag. Includes English rules translation. Gm in the SotE series of battles in Iberia during the Napoleonic Wars. Tac lvl. All original components in Spanish. J.A.V. Zuniga'93		94589	<a href="#">Alea Magazine (Ludopress)</a>	\$18.00		New	n				3
<b>CRITICAL HIT Magazine</b> (541) 756-4711 10am-9pm PST (866) 690-7879 10am-9pm PST											
<b>Critical Hit Special Ed 2000 REPRINT</b> Reprint of this 2000 magazine focused on Operation Compass in N.Africa -- but without the historical map. Includes 27 scenarios. '02		74222	<a href="#">CRITICAL HIT Magazine</a>	\$12.50		New	Fo	OoP			2
<b>Decision Games S&amp;T Games</b> (541) 756-4711 10am-9pm PST (866) 690-7879 10am-9pm PST											
<b>1066, End of the Dark Ages #240</b> w/ mag. Strategic level, 2-4 player game of the struggle for ethnic dominance in Britain early in the 11th century. Players represent the Anglo-Saxon, Norman, Viking and Briton peoples on a map that covers Britain up to Scotland, and portions of the coast of Norway and France. A fairly simple game of diplomacy set in the era of the battle of Hastings. 176 counters. J.Miranda'06		83417	<a href="#">Decision Games S&amp;T Games</a>	\$18.00		New	n				6 4
<b>1812, War of... #207</b> w/mag. Strategic, area-move game of the entire War of 1812 thruout N.America east of the Mississippi and at sea. Seasonal turns, 280 counters, using an operation point system, and differentiation among quality of units. J.Miranda'01		53944	<a href="#">Decision Games S&amp;T Games</a>	\$49.00		New	n				6
<b>1812, War of... #207</b> w/mag. Rules separated. Strategic, area-move game of the entire War of 1812 thruout N.America east of the Mississippi and at sea. Seasonal turns, 280 counters, using an operation point system, and differentiation among quality of units. J.Miranda'01		91706	<a href="#">Decision Games S&amp;T Games</a>	\$47.00		Mint	n	OoP			6
<b>1918, Imperial Germany's Last Chance#223</b> w/mag. Div-corp level game of the war on the entire western front, March-Aug 1918. Depict's Germany's urgent need to somehow pierce the Allied lines & will to stave off eventual defeat. 1wk/turn, 15km/hex, 3 different game lengths starting from samee time. J.Miranda'04		69132	<a href="#">Decision Games S&amp;T Games</a>	\$22.00		New	n	OoP			6

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	Only?	Part#	Publisher Name								
<b>American Revolution #270</b> w/mag. Complete reworking of this early, strategic lvl, area move gm of the entire war in N.America, 1776-1783. Greatly enhanced to include the entire theater including Canada, the frontier to the Mississippi River, Florida & the Carribean, and including Spanish & French participation. Lots of special rules giving color to life on the frontier, to mobilizing, to supply & to siege. 75mi/inch; brigade level. 1yr/turn. Campaign & short 4-turn scenario. T.Bomba'11 / ARTICLES ON: the American Revolution in N.America; battle of Stirling Bridge during the Braveheart Rebellion, 1297; Battle of Mukden, 1905; Task Force Viking, coordinating US special forces & local irregulars against an numerically superior enemy in northern Iraq; battle of St. Louis, 1780; China's aviation developments; the Hansa merchant wars of the 14th century; 3 offbeat battles of the Middle Ages: Dorylaeum, Legnano & Benevento; Op Snake Pit, the btl of Musa Qala, Afghanistan, 2007.		95613	<a href="#">Decision Games S&amp;T Games</a>	\$24.00		New	n	OoP		6	
<b>Asia Crossroads, Great Game #216</b> 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 cover the Red River Campaign 1863, Biological Warfare, and the 19th Century Cold War.		70451	<a href="#">Decision Games S&amp;T Games</a>	\$26.00		New	n	OoP		6	
<b>Atlanta Campaign: Peachtree &amp; Jones #169</b> w/mag. Btls of Am Civ War series (Blue & Grey 2nd). Covers btl of Peachtree Creek & Jonesboro, 1st & last attempts to save Atlanta, July 1864 as the Confeds desperately try to defend Atlanta from Sherman's armies. Scenarios can be linked into a campaign. R.Markham and C.Cummins '94		33443	<a href="#">Decision Games S&amp;T Games</a>	\$26.00		New	n	OoP		3	
<b>Atlanta Campaign: Peachtree &amp; Jones #169</b> w/mag. Rules separated. Mag read with some lite stains & spots & wrinkling & a few inked marks in mag articles. Mag shows wear. Btls of Am Civ War series (Blue & Grey 2nd). Covers btl of Peachtree Creek & Jonesboro, 1st & last attempts to save Atlanta, July 1864 as the Confeds desperately try to defend Atlanta from Sherman's armies. Scenarios can be linked into a campaign. R.Markham and C.Cummins '94		91607	<a href="#">Decision Games S&amp;T Games</a>	\$24.00		Mint	n	OoP		3	
<b>Atlanta Campaign: Peachtree &amp; Jones #169</b> w/mag. Btls of Am Civ War series (Blue & Grey 2nd). Covers btl of Peachtree Creek & Jonesboro, 1st & last attempts to save Atlanta, July 1864 as the Confeds desperately try to defend Atlanta from Sherman's armies. Scenarios can be linked into a campaign. R.Markham and C.Cummins '94		92701	<a href="#">Decision Games S&amp;T Games</a>	\$19.00		Excell	n	OoP		3	
<b>Austro-Prussian War, 1866 #167</b> w/mag. 3rd gm in War of Imperial Age series, updates rules to earlier games. 4 scenario gm of the 7 week war that led to unification of Germany under Bismarck. J.Miranda'94		26488	<a href="#">Decision Games S&amp;T Games</a>	\$45.00		New	n	OoP		4	
<b>Austro-Prussian War, 1866 #167</b> w/mag. Rules separated. 3rd gm in War of Imperial Age series, updates rules to earlier games. 4 scenario gm of the 7 week war that led to unification of Germany under Bismarck. J.Miranda'94		91629	<a href="#">Decision Games S&amp;T Games</a>	\$42.00		Mint	n	OoP	Err	4	
<b>Austro-Prussian War, 1866 #167</b> GmOnly. 3rd gm in War of Imperial Age series, updates rules to earlier games. 4 scenario gm of the 7 week war that led to unification of Germany under Bismarck. J.Miranda'94	GmOnly	87910	<a href="#">Decision Games S&amp;T Games</a>	\$38.00		Mint	n	OoP		4	
<b>Back to Iraq 3rd #208</b> w/mag. 2nd revision & upgrade to the ziplock game posing the wistful thought of what might happen if the US went back to Iraq with some conviction. Given a month, what could the US-led warmongers do? 17mi/hex, 2days/turn, brig/div level, 196 counters. T.Bomba'02		57766	<a href="#">Decision Games S&amp;T Games</a>	\$23.00		New	n	OoP		4	
<b>Balkan Wars #164</b> w/mag. Rules separated. Inked initials on cover. Div/Brig lvl game of 2 wars in Balkans, 1912 & 13. Ottoman Emp gets bounced, then Bulgaria gets greedy. J.Miranda'93		91630	<a href="#">Decision Games S&amp;T Games</a>	\$49.00		Mint	n	OoP	Err	4	
<b>Belisarius #210</b> w/mag. Reconquest of the much of the former Roman Empire, 527-564AD, by Belisarius, one of Justinian's generals. Uses the Charlemagne-Xenophon system, and contains a beautiful map of the entire Mediterranean area. 75km/hex, 4yrs/turn. Fairly complex game w/ 22pgs of rules. J.Miranda '02		92779	<a href="#">Decision Games S&amp;T Games</a>	\$80.00		Excell	n	OoP	Err	6	
<b>Black Prince, Crecy &amp; Navarrete #260</b> w/mag. Two key battles from the time of the English king known as the Black Prince late in the Medieval period. Navarrete covers the Apr 1347 battle during the 100 Years War between the English & the French & their Castilian allies. 50yd/hex, 500men/counter, 20min turn. Crecy covers the 1346 battle in which the French mounted knights prove the cost of arrogance in the face of lowly archers. 80yd/hex, 500men/unit, 40min/turn. / Articles on: the Black Prince & medieval warfare; Issues in designing tactical pre-modern wargames; the Arab Legion in WW2 & the first Arab-Israeli War; Central Powers offensive at Caporetto, Italy, 1917; Military evolution in 16th & 17th Centuries & 30 Years War. '09		90918	<a href="#">Decision Games S&amp;T Games</a>	\$19.25		New	n			3	
<b>Blood on the Tigris #176</b> w/mag. Covers the Allied drive on Bagdad at brig lvl from the start of the war until its historical capture in Apr 1917. Campaign & a short scenario. P.Moore'96		45065	<a href="#">Decision Games S&amp;T Games</a>	\$25.00		New	n	OoP		6	
<b>Blood on the Tigris #176</b> w/mag. Rules separated. Inked initials on mag cover. Covers the Allied drive on Bagdad at brig lvl from the start of the war until its historical capture in Apr 1917. Campaign & a short scenario. P.Moore'96		91693	<a href="#">Decision Games S&amp;T Games</a>	\$22.50		Mint	n	OoP	Err	6	
<b>Boer War #205</b> w/mag. Operational, brig/div level game of the Second Boer War, 1899-1902. 280 counters & a V.nice map covering S.Africa to Rhodesia at 30k/hex. Emphasis is on national morale, logistics & guerilla combat. 2 scenarios covering sections of the first part of the war, plus a campaign game. J.Miranda'01		50999	<a href="#">Decision Games S&amp;T Games</a>	\$52.00		New	n	OoP		4	
<b>Boer War #205</b> w/mag. Operational, brig/div level game of the Second Boer War, 1899-1902. 280 counters & a V.nice map covering S.Africa to Rhodesia at 30k/hex. Emphasis is on national morale, logistics & guerilla combat. 2 scenarios covering sections of the first part of the war, plus a campaign game. J.Miranda'01		92788	<a href="#">Decision Games S&amp;T Games</a>	\$39.00		Excell	n	OoP	Err	4	
<b>Campaigns of the French Foreign Lgn #20</b> w/mag. 200th issue with some special content (& price). Game uses the Sun Never Sets system to depict 3 of France's campaigns for empire in the 1800s: Algeria 1840-4, Aahomey (S.Africa) 1892 and Vietnam 1884-5. Includes 2 full maps, 300 counters. Mag includes some lame retrospective material about the wargaming hobby including a less than useful index to S&T 1-200. '00		44304	<a href="#">Decision Games S&amp;T Games</a>	\$59.00		New	n			4	
<b>Campaigns of the French Foreign Lgn #200</b> GmOnly. 200th issue with some special content (& price). Game uses the Sun Never Sets system to depict 3 of France's campaigns for empire in the 1800s: Algeria 1840-4, Aahomey (S.Africa) 1892 and Vietnam 1884-5. Includes 2 full maps, 300 counters. Mag includes some lame retrospective material about the wargaming hobby including a less than useful index to S&T 1-200. '00	GmOnly	91610	<a href="#">Decision Games S&amp;T Games</a>	\$40.00		Mint	n	OoP		4	
<b>Case Green, Czechoslovakia 1938 #152</b> w/mag. Div lvl gm of invasion of Czechoslovakia had they resisted annexation in '38. Div lvl. w/variant counters for Obj Tunis (3), Holy War Afg (6), Red Beach One (13).		67815	<a href="#">Decision Games S&amp;T Games</a>	\$20.00		Mint	n	OoP		4	
<b>Catherine the Great #232</b> w/mag. Solitaire or 2-3 player game of Catherine the Great's rule of Russia, 1762-96, and the various policy initiatives she could have pursued to enhance Russia's standing in Europe. Player(s) act on behalf of Russia; other European powers are handled by the game system. Army level, 5yrs/turn, 200 counters. J.Miranda'05		76496	<a href="#">Decision Games S&amp;T Games</a>	\$18.00		New	n			6	1
<b>Chad, the Toyota Wars #144</b> w/mag. Unusual military/political game of civil war in Chad. Weather, water and outside intervention.		44968	<a href="#">Decision Games S&amp;T Games</a>	\$12.00		New	n	OoP		4	
<b>Chad, the Toyota Wars #144</b> w/mag. Unusual military/political game of civil war in Chad. Weather, water and outside intervention.		20815	<a href="#">Decision Games S&amp;T Games</a>	\$11.00		Mint	n	OoP		4	

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Flag	Conditn	Type	Print?	Incl	Scale	Plrys
<b>Chancellorsville &amp; Plevna #218</b> w/mag. Two games of two major battles in two very different wars. Chancellorsville covers Lee's brilliant victory at which he out maneuvered Hooker, May 1863. Plevna covers a key battle of the Russo-Turkish War, Sept 1877, in which the Russians are bloodily repulse in an assault on Turkish forces. Rgt-div level, 1k-1mi/hex, 1-8hrs/turn, 280 counters. J.Miranda'03		79551	<a href="#">Decision Games S&amp;T Games</a>	\$18.00	New	n	OoP	3			
<b>China, Battle for... 4th #259</b> w/mag. 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.		90436	<a href="#">Decision Games S&amp;T Games</a>	\$19.25	New	n		6			
<b>Chosin, X Corp Escapes the Trap #257</b> w/mag. w/ errata & errata counters for Guantlet (46). Game of campaign in northeastern Korea late in 1950 as the Chinese surprise & attack the US X Corp near the Yalu River, covering the entire campaign. Uses the Gauntlet game system, and can be mated with that game to cover the entire 1950 Chinese offensive. Material in this game can be retrofitted to Guantlet. J.Miranda'09 / Articles on: The Chosin Campaign in Korea, 1950; Von Richthofen, the Red Baron, in WW1; Air Raid at Taranto, 1940; Patriots & Loyalists in Lower Canada, 1837-38.		93674	<a href="#">Decision Games S&amp;T Games</a>	\$21.00	New	n		4			
<b>Civil War in the Far West 1862 #252</b> w/mag. w/ variant counters for Back to Iraq 3rd (34) & No Prisoners (7). Simpler game of the Confederate attempt to secure the southwestern USA (mainly New Mexico) early in the American Civil War, Feb-Jun 1862. 9mi/hex, 100men/strength pt, 1mo/turn. C.Diamond'08 / Articles on: the Am Civil War in the West; Great War & the Origins of Air Warfare; variant rules for No Prisoners & Back to Iraq 3rd; Chinese Naval Power in the Pacific & Indian Oceans; Lion of Mali, 1300s.		86094	<a href="#">Decision Games S&amp;T Games</a>	\$19.00	New	n		4			
<b>Clash of Eagles, Borodino &amp; Friedld #195</b> GameOnly. Rules annotated w/ errata & underlined in 2 colors of ink. Grand tactical game of two of Napoleon's battles, Friedland 1807 and Borodino 1812. Brig lvl w/ 5 scenarios + campaign. K.Zucker'99		95487	<a href="#">Decision Games S&amp;T Games</a>	\$16.00	V.Good	n	OoP	4			
<b>Clash of Eagles, Borodino &amp; Friedld #195</b> w/mag. Errata cntrs for Guantlet removed. Grand tactical game of two of Napoleon's battles, Friedland 1807 and Borodino 1812. Brig lvl w/ 5 scenarios + campaign. K.Zucker'99		92646	<a href="#">Decision Games S&amp;T Games</a>	\$35.00	Excell	n	OoP	4			
<b>Cobra, the Normandy Campaign 3rd #251</b> w/mag. Variant counters for Vinegar Joes War #227 (7); Sealords #243 (10); Winged Horse #239 (140); Twilight of the Ottomons #241 (43). Double sized issue w/ articles on the battle for Normandy from D-Day thru the Falaise Gap; Israeli air force 1948-present; history of China since the bronze age. COBRA is a 2-map, rgt/brig level game of the battle for Normandy from D-Day to the Falaise Gap. Based on earlier SPI game of the name but heavily revised. Scenarios cover the build-up phase and Op Cobra campaign game covers 6June-23Aug. 3day/turn, 2mi/hex, 280 counters (560 total). B.Hessel, J.Youst'08		86105	<a href="#">Decision Games S&amp;T Games</a>	\$50.00	New	n	OoP	4			
<b>Cold War Battles II #263</b> w/mag. 2 additional grand tactical battles from the cold war era. KABUL'79 covers the Soviet seizure of the Afghan capital at the beginning of their occupation in 1979. 250m/hex, 2days/turn, Btl/rgt level. J.Miranda '10 / WURZBURG PENTOMIC covers the Soviets v. NATO forces near Wurzburg in western Germany in the 1950s. 1mi/hex, 12hrs/turn. J.Miranda'10 Both games use an untried unit system and include air power & transport, and nukes. / Articles on: the initial Soviet invasion of Afghanistan & the battle for Kabul, 1979; the what-if of a Soviet offensive into Germany in the 1950s and the NATO countermeasures including tactical nukes; Caesar at Munda, Spain, 45BC; naval gunnery & victory in the War of 1812; Revolt of US Navy after WW2; Newspaper War over Jefferson Davis in Am Civil War; Options & plans for Dealing w/ England in 1940; Brawner's Farm & the battle of Second Manassas, 1862.		93137	<a href="#">Decision Games S&amp;T Games</a>	\$22.50	New	n		3			
<b>Cold War Battles, Budapest &amp; Angola #235</b> w/mag. 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 btl level, Budapest 0.33mi/hex, Ango;a 5mi/hex, 1-4wks/turn. J.Miranda'06 Articles on: S.African involvement in Angola; Breitenfeld 1631; German airborne in WW2; German army organization 1942-5.		78723	<a href="#">Decision Games S&amp;T Games</a>	\$17.50	New	n		4			
<b>Crimean War #193</b> w/mag. Strategic & operational level game of the entire Crimean War, 1854-55 at brig/div level w/ weekly turns. Scenarios for Balaclava & 1855, plus campaign. J.Miranda'99		32182	<a href="#">Decision Games S&amp;T Games</a>	\$50.00	New	n	OoP	4			
<b>Crimean War #193</b> w/mag. Rules separated. 2 counters loose from tree. Slight moisture warping to mag backcover. Strategic & operational level game of the entire Crimean War, 1854-55 at brig/div level w/ weekly turns. Scenarios for Balaclava & 1855, plus campaign. J.Miranda'99		91703	<a href="#">Decision Games S&amp;T Games</a>	\$45.00	Mint	n	OoP	Err 4			
<b>Crimean War #193</b> w/mag. Strategic & operational level game of the entire Crimean War, 1854-55 at brig/div level w/ weekly turns. Scenarios for Balaclava & 1855, plus campaign. J.Miranda'99		92632	<a href="#">Decision Games S&amp;T Games</a>	\$36.00	Excell	n	OoP	Err 4			
<b>Crimean War Battles #201</b> w/mag. Includes errata counters for Vietnam Btls (10), Forgotten Finns scenario (73), Sun Never Sets (2) and Crimean War (9). Also includes essential errata for Crimean War #193 & French Foreign Legion #200. A recycling of 2 of the SPI Crimean War quad games, Tchernaya River & Alma, at the battalion level. Good games, but aside from graphic updates to the map & rules, entirely a recycling job including poor scans of line-of-sight examples. M.Enzer'00		59428	<a href="#">Decision Games S&amp;T Games</a>	\$26.00	New	n	OoP	3			
<b>Cropredy Bridge, A Fleeting Victory #148</b> w/mag. Tac btl between Rooyalists & Parliamentarians a week before Marston Moor, 1644. '92		44972	<a href="#">Decision Games S&amp;T Games</a>	\$13.00	New	n	OoP	2			
<b>Cropredy Bridge, A Fleeting Victory #148</b> w/mag. Tac btl between Rooyalists & Parliamentarians a week before Marston Moor, 1644. '92		62284	<a href="#">Decision Games S&amp;T Games</a>	\$11.00	Mint	n	OoP	2			
<b>Cropredy Bridge, A Fleeting Victory #148</b> w/mag. Tac btl between Rooyalists & Parliamentarians a week before Marston Moor, 1644. '92		92569	<a href="#">Decision Games S&amp;T Games</a>	\$9.00	Excell	n	OoP	Err 2			
<b>Dagger Thrusts, Patton &amp; Montgomery #233</b> w/mag. 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, rgt/div level, 7mi/hex, 3days/turn. T.Bomba'05		81684	<a href="#">Decision Games S&amp;T Games</a>	\$21.00	New	n	OoP	4			
<b>Downfall, If the US Invaded Japan #230</b> w/mag. Game of the prospective American invasion of Japan at the end of WW2, covering the beachhead area at the south end of the southern Japanese island of Kyushu. Division level, w/ only 88 counters. Done in the style of an XTR/Command issue game by non other than T.Bomba'05		79301	<a href="#">Decision Games S&amp;T Games</a>	\$25.00	New	n	OoP	4			

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl	Scale	Plays
See page 33 for an explanation of the various codes & column data used in this catalog.												
<b>Drive on Kursk, July 1943 #253</b> w/mag. 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.	87258	<a href="#">Decision Games S&amp;T Games</a>	\$19.25	New	n			4				
<b>Drive on Moscow #244</b> w/Mag. 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 Navel War; Rocroi 1643 battle file. 62pg. J.Miranda'07	87248	<a href="#">Decision Games S&amp;T Games</a>	\$39.00	New	n	OoP		4				
<b>Falklands Showdown, 1982 #269</b> w/mag. 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. ~4aircraft/counter, squadron/btln level, 1 ship/counter, 1-3days/turn, area map. P.Sharp'11 / ARTICLES ON: strategic analysis of Falkands 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.	95208	<a href="#">Decision Games S&amp;T Games</a>	\$22.50	New	n			4				
<b>Fall of Rome, 2nd #181</b> w/mag. Rules separated. Inked initials on mag cover, & cover mildly wrinkled. Revision & cleanup of this classic solitaire game of barbarian attacks on Rome & its frontier. Essentially a cleanup of the original game by a journeyman designer. 7 scenarios spanning Rome's glory. J.Miranda'97	91626	<a href="#">Decision Games S&amp;T Games</a>	\$55.00	Mint	n	OoP		6 1				
<b>First Afghan War, 1839-42 #179</b> w/mag. First attempt by Britain to annex Afghanistan to its empire that ended with the destruction of the British army. 2 scenarios. Uses Camp of Brit Empire system. J.Miranda'96	53937	<a href="#">Decision Games S&amp;T Games</a>	\$19.00	New	n	OoP		4				
<b>First Air Battle Over Britain #255</b> w/mag. 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.	87840	<a href="#">Decision Games S&amp;T Games</a>	\$19.00	New	n			6				
<b>First Arab-Israeli War, 1947-9 #185</b> w/mag. Counters reverse printed. The war in which Israeli expanded its provisional borders at the expense of its neighboring Arab nations. Operational lvl, btln/brig lvl game of the Israeli war of independence. J.Miranda'97	45449	<a href="#">Decision Games S&amp;T Games</a>	\$59.00	New	n	OoP		4				
<b>First Arab-Israeli War, 1947-9 #185</b> w/mag. Rules separated & mildly moisture warped. Mag has been read. Counters reverse printed. The war in which Israeli expanded its provisional borders at the expense of its neighboring Arab nations. Operational lvl, btln/brig lvl game of the Israeli war of independence. J.Miranda'97	91701	<a href="#">Decision Games S&amp;T Games</a>	\$52.00	Mint	n	OoP	Err	4				
<b>First Arab-Israeli War, 1947-9 #185</b> w/mag. Counters reverse printed. The war in which Israeli expanded its provisional borders at the expense of its neighboring Arab nations. Operational lvl, btln/brig lvl game of the Israeli war of independence. J.Miranda'97	92698	<a href="#">Decision Games S&amp;T Games</a>	\$49.00	Excell	n	OoP	Err	4				
<b>First Blood, Battle for Guadalcanal #178</b> w/mag. Sml gm of the land campaign for Guadalcanal, Spt'42-Jan'43 in weekly turns. S.Llewellyn'96	14361	<a href="#">Decision Games S&amp;T Games</a>	\$34.00	New	n	OoP		2				
<b>First Blood, Battle for Guadalcanal #178</b> w/mag. Sml gm of the land campaign for Guadalcanal, Spt'42-Jan'43 in weekly turns. C.Hendrix, S.Llewellyn'96	83801	<a href="#">Decision Games S&amp;T Games</a>	\$32.00	Mint	n	OoP		2				
<b>First Blood, Battle for Guadalcanal #178</b> w/mag. Sml gm of the land campaign for Guadalcanal, Spt'42-Jan'43 in weekly turns. C.Hendrix, S.Llewellyn'96	92691	<a href="#">Decision Games S&amp;T Games</a>	\$25.00	Excell	n	OoP	Err	2				
<b>First Blood, Second Marne 1918 #248</b> w/mag. Tactical level combat between the American Expeditionary Force and German strosstrupen at the Second Marne, July 1918, near Chateau Thierry in the last of the German's offensives of the year. 15-45min/turn, 100yd/hex. T.Bomba'08 Mag contains articles on: US 3rd Inf at the Marne 1918; Alex the Great in Afghanistan; Eugne in Hungary 1716. Plus all those ads.	83154	<a href="#">Decision Games S&amp;T Games</a>	\$18.25	New	n			3				
<b>Forgotten Axis, Fight to the Finish #199</b> w/mag. 2nd game in this btln level game of the Axis attempt to drive thru the Soviet defenses in the Kuralian peninsula. Covers 2 battles on 2 maps (Loukhi, Aug '42, & Allakurti, Aug-Spt '41).. 280 counters; 2k/hex. '00	43216	<a href="#">Decision Games S&amp;T Games</a>	\$25.00	New	n			4				
<b>Forgotten Axis, Fight to the Finish #199</b> w/mag. 2nd game in this btln level game of the Axis attempt to drive thru the Soviet defenses in the Kuralian peninsula. Covers 2 battles on 2 maps (Loukhi, Aug '42, & Allakurti, Aug-Spt '41).. 280 counters; 2k/hex. '00	91260	<a href="#">Decision Games S&amp;T Games</a>	\$22.00	Mint	n	OoP		4				
<b>Forgotten Axis, Murmansk 1941 #194</b> w/mag. Btln level game of the Axis drive on Murmansk across the tundra from Pesamo in 1941. M.Bennighof'99 / Also includes 2nd ed revision to rules, map & some counters for Sea Devils, making this previously underdeveloped game playable. T.Garland'99	34677	<a href="#">Decision Games S&amp;T Games</a>	\$49.00	New	n	OoP		4				
<b>Forgotten Axis, Murmansk 1941 #194</b> w/mag. Rules separated. Btln level game of the Axis drive on Murmansk across the tundra from Pesamo in 1941. M.Bennighof'99 / Also includes 2nd ed revision of Sea Devils, making this previously underdeveloped game playable. A complete revision & complete game. T.Garland'99	91614	<a href="#">Decision Games S&amp;T Games</a>	\$48.00	Mint	n	OoP		4				
<b>Forgotten Axis, Murmansk 1941 #194</b> w/mag. All Sea Devil compoents removed & NOT included. Pages 3-4 of rules removed & provided here as photocopies. Map is a set of 4 clean color photocopies. Otherws mint. Btln level game of the Axis drive on Murmansk across the tundra from Pesamo in 1941. M.Bennighof'99	91259	<a href="#">Decision Games S&amp;T Games</a>	\$25.00	Mint	n	OoP		4				
<b>Forgotten Axis, Romanian Campaign #206</b> w/mag. 3rd game in this btln level game series. This edition covers two campaigns focused on the Romanian cavalry corp. Jakimivka covers the Aug'41 Soviet counterattack against the Cav Corp near Rostov. Kuban Gateway covers the Aug'42 capture of the Taman Peninsula by the Cav Corp. Uses the formation activation system. 2km/hex. M.Bennighof'01	53563	<a href="#">Decision Games S&amp;T Games</a>	\$33.00	New	n	OoP		4				
<b>Forgotten Napoleonic Campaigns #249</b> w/mag. Operation level coverage of two of the more obscure Napoleonic period battles, the Russo-Swedish War of 1808 & Nappy's Egyptian Campaign, 1798-9. Both use a single, simpler game system. 20km/hex, 1mo/turn, btln/rqt level. J.Miranda'08	85480	<a href="#">Decision Games S&amp;T Games</a>	\$18.25	New	n			4				
<b>Franco-Prussian War #149</b> w/mag. Complete. 1 unit marred on back (hidden) side; otherws EX. Strat lvl gm of 1870-1 war between France & Prussia that allowed Germany to unify. Elegant system. J.Miranda '92	91868	<a href="#">Decision Games S&amp;T Games</a>	\$37.00	Excell	n	OoP		4				

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Flag	Conditn	Type	Print?		
							Incl	Scale		
								Plyrs		
<b>Frederick's War, Austrian Succession #262</b> w/mag. Mag cover & 1st page mildly crinked; otherws new. Game is a 2-4 player contest, each striving for dominance in all of central Europe between 1741-8. Uses the 1066 & Hannibal's War system. Played on an odd map where geography is bent to a system of squares. 1yr/turn, 2500-10,000men/unit, 50mi/square. 2 scenarios & campaign. J.Miranda'10 / Articles on: Frederick the Great's war of Austrian Succession, 1940-8; the rescue of Mussolini (plus Skorzeny & other Wermacht special ops; Italian TF Nibbio in Afghanistan, 2002 on; Russians at Lake Narotch 1916; the Algerian insurgency & end of French Empire; battle of Kosovo, 1389.		92090	<a href="#">Decision Games S&amp;T Games</a>	\$21.00		New	n	OoP	6	4
<b>Frederick's War, Austrian Succession #262</b> w/mag. Game is a 2-4 player contest, each striving for dominance in all of central Europe between 1741-8. Uses the 1066 & Hannibal's War system. Played on an odd map where geography is bent to a system of squares. 1yr/turn, 2500-10,000men/unit, 50mi/square. 2 scenarios & campaign. J.Miranda'10 / Articles on: Frederick the Great's war of Austrian Succession, 1940-8; the rescue of Mussolini (plus Skorzeny & other Wermacht special ops; Italian TF Nibbio in Afghanistan, 2002 on; Russians at Lake Narotch 1916; the Algerian insurgency & end of French Empire; battle of Kosovo, 1389.		92103	<a href="#">Decision Games S&amp;T Games</a>	\$22.50		New	n	OoP	6	4
<b>French &amp; Indian War #231</b> w/mag. 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		78138	<a href="#">Decision Games S&amp;T Games</a>	\$21.00		New	n	OoP	6	
<b>Friedland 1807 / Vittoria 1813 #151</b> w/mag. 2 gms: V-June 1813, French v Allies in Spain; F-Nap's decisive defeat of Russians in Prussia.		28348	<a href="#">Decision Games S&amp;T Games</a>	\$15.00		New	n	OoP	2	
<b>Friedland 1807 / Vittoria 1813 #151</b> w/mag. 2 gms: V-June 1813, French v Allies in Spain; F-Nap's decisive defeat of Russians in Prussia.		92670	<a href="#">Decision Games S&amp;T Games</a>	\$9.00		Excell	n	OoP	2	
<b>Friedland 1807 / Vittoria 1813 #151</b> w/mag. 2 gms: V-June 1813, French v Allies in Spain; F-Nap's decisive defeat of Russians in Prussia.		43607	<a href="#">Decision Games S&amp;T Games</a>	\$14.00		Mint	n	OoP	2	
<b>Gauntlet, Battle of Chongchon 1950 #190</b> w/mag. Operational, rgt/brig lvl gm of the initial Chinese assault on UN forces in the eastern half of N.Korea during a 2 week period of late 1950. Includes a variation in which Chinese player can elect to increase or decrease historical force levels. Includes one of S&T's rare graphically pleasing maps. J.Miranda'98		45010	<a href="#">Decision Games S&amp;T Games</a>	\$42.00		New	n	OoP	4	
<b>Germania, Rome Beyond the Rhine #175</b> w/mag. Strat/op lvl gm of Roman campaigns in N.Central Europe, 50BC-150AD. 4th in the Trajan/Ancient Wars series. J.Miranda'95		69118	<a href="#">Decision Games S&amp;T Games</a>	\$42.00		New	n	OoP	6	
<b>Great Medieval Battles #197</b> w/mag. Colorized & repackaged version of 2 of the 4 games from SPI's quad game. Robert at Bannockburn, 1314, covers the decisive Scottish victory over the English. 70yd/hex, 15min/turn. Tamurlaine covers the battle of Angorra, 1402, in which Tamburlain's Tartars meet the Ottoman Turks. A.Buccini / D.Werden'99		38212	<a href="#">Decision Games S&amp;T Games</a>	\$32.00		New	n	OoP	3	
<b>Group of Soviet Forces Germany #220</b> w/mag. Division level game of the Reagan nightmare: what if the USSR attacked in central Europe in the late 70s. Something of an update of the old SPI Nato game with revised map & OoB. 10mi/hex, 2days/turn. 280 counters. T.Bomba, J.Miranda'04		72449	<a href="#">Decision Games S&amp;T Games</a>	\$28.00		New	n	OoP	4	
<b>Hannibal, 2nd Punic War #141</b> w/mag. Area move gm of 2nd PW showing diffs advantages & styles of sides at strat lvl. J.Sutcliffe'91		13673	<a href="#">Decision Games S&amp;T Games</a>	\$25.00		New	n	OoP	6	
<b>Hannibal's War #254</b> w/mag. 2, 3 or 4 player game covering the struggle for control of the Mediterranean in the 3rd century BC among Rome, Carthage, Macedon & the Gauls. Uses 1066 game system. 1yr/turn, 100mi/square, strategic level. 176 5/8" counters. J.Miranda'08 / Articles on: the Second Punic War; Cybernetic warfare in the 21st century; the British campaign in the Rio de la Plata (now Argentina), 1806-7; border tank battles in Ukraine, June 1941.		91434	<a href="#">Decision Games S&amp;T Games</a>	\$19.00		New	n	OoP	6	4
<b>Hannibal's War #254</b> w/mag. 2, 3 or 4 player game covering the struggle for control of the Mediterranean in the 3rd century BC among Rome, Carthage, Macedon & the Gauls. Uses 1066 game system. 1yr/turn, 100mi/square, strategic level. 176 5/8" counters. J.Miranda'08 / Articles on: the Second Punic War; Cybernetic warfare in the 21st century; the British campaign in the Rio de la Plata (now Argentina), 1806-7; border tank battles in Ukraine, June 1941.		88447	<a href="#">Decision Games S&amp;T Games</a>	\$19.00		New	n	OoP	6	4
<b>Holy War, Afghanistan #147</b> w/mag. Strat/op lvl gm of insurgency in Afghanistan against the Soviets by what was to become the Taliban & funded & armed in later years by the US. '91.		53920	<a href="#">Decision Games S&amp;T Games</a>	\$15.00		New	n	OoP	4	
<b>Ignorant Armies, the Iran-Iraq War #215</b> Operational-strategic level game of the Iran-Iraq War of the 1980s, a sort of WW3 using WWI tactics. 20km/hex, brig/div level, 176 counters, fairly simple mechanics reminiscent of Command mag type games. P.Sharp'03		60754	<a href="#">Decision Games S&amp;T Games</a>	\$55.00		New	n	OoP	4	
<b>Invasion Taipei, 2000 #202</b> w/mag. Operational level game of a contemporary & hypothetical invasion of Taiwan by China. Brig/div level game with significant specialized air & missile assets, plus special rules. Nicely produced (for a change) w/ lush but not overpowering graphics on map & counters. 1 scenario w/ many what-if situational changes.10k/hex, 3.5days/turn. J.Miranda'00		52087	<a href="#">Decision Games S&amp;T Games</a>	\$65.00		New	n	OoP	4	
<b>Invasion Taipei, 2000 #202</b> w/mag. Mag read & heavily folded over; cover mildly scuffed. Operational level game of a contemporary & hypothetical invasion of Taiwan by China. Brig/div level game with significant specialized air & missile assets, plus special rules. Nicely produced (for a change) w/ lush but not overpowering graphics on map & counters. 1 scenario w/ many what-if situational changes.10k/hex, 3.5days/turn. J.Miranda'00		91613	<a href="#">Decision Games S&amp;T Games</a>	\$54.00		Mint	n	OoP	4	
<b>Invasion Taipei, 2000 #202</b> w/mag. Operational level game of a contemporary & hypothetical invasion of Taiwan by China. Brig/div level game with significant specialized air & missile assets, plus special rules. Nicely produced (for a change) w/ lush but not overpowering graphics on map & counters. 1 scenario w/ many what-if situational changes.10k/hex, 3.5days/turn. J.Miranda'00		92639	<a href="#">Decision Games S&amp;T Games</a>	\$54.00		Excell	n	OoP	4	
<b>Italian Campaign, Anzio #155</b> w/mag. Rules separated. Best of the 4 gm series, includes rules for the camp gm & retrofits for 2 prior gms. Covers battle for Rome & W central Italy where bulk of fighting occurred. Schettler'92		91672	<a href="#">Decision Games S&amp;T Games</a>	\$17.00		Mint	n	OoP	Err	4
<b>Italian Campaign, Anzio #155</b> w/mag. Best of the 4 gm series, includes rules for the camp gm & retrofits for 2 prior gms. Covers battle for Rome & W central Italy where bulk of fighting occurred. Schettler'92		45003	<a href="#">Decision Games S&amp;T Games</a>	\$18.00		New	n	OoP	4	
<b>Italian Campaign, Med War Addendum #160</b> w/mag. Includes Sardinia & Corsica maps as well as a map/game of the naval campaign around Italy.		16930	<a href="#">Decision Games S&amp;T Games</a>	\$27.50		New	n	OoP	4	
<b>Italian Campaign, Med War Addendum #160</b> w/mag. Includes Sardinia & Corsica maps as well as a map/game of the naval campaign around Italy. Capstone of the IC series, provides air/naval campaign rules, strategic map of Italy and rules to link the series together.		91182	<a href="#">Decision Games S&amp;T Games</a>	\$25.00		Mint	n	OoP	4	
<b>Italian Campaign, Salerno #150</b> w/mag. Rules separated. Moisture damage caused stains at the spine on a few pages & warping to several more pages. Couple of ink marks in mag. Unpunched, components clean. Stand-alone gm that mates w/ 3 others in series. Mod complex gm of initial allied landings on Italian mainland. Covers southern Italy. Schettler'92		91682	<a href="#">Decision Games S&amp;T Games</a>	\$11.00		Mint	n	OoP	Err	4

Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl	Scale	Plyrs
<b>Italian Campaign, Salerno #150</b> w/mag. Missing 51 (all) markers; all units included & strip punched; b&w photocopy of counter sheet included. Half of mag back cover torn away & lost. Ink writing on back cover & an ad. Stand-alone gm that mates w/ 3 others in series. Mod complex gm of initial allied landings on Italian mainland. Covers southern Italy. Schettler'92		55709	<a href="#">Decision Games S&amp;T Games</a>	\$13.00			V.Good	n	OoP			4
<b>Italian Campaign, Sicily #146</b> w/mag. 1st in a 4gm series of moderately complex games covering all of Italian theatre. Covers Sicily & toe of Italy. Schettler'91		91077	<a href="#">Decision Games S&amp;T Games</a>	\$24.00			Mint	n	OoP			4
<b>Julian, Triumph Before the Storm #266</b> w/mag. Strategic level, hex-based game of the Roman Empire defending its boundaries thruout Europe, the Middle East & N.Africa against a unified Barbarian opposition in the 4th century AD. Game system based on They Died With Boots on system. 100mi/hex, 10-30k men/unit, 1yr/turn. J.Miranda'10 / ARTICLES on Emperor Julian; Lessons from btl of Camden 1780; B-58 bomber; Operation Redwing; Sole Female Admiral; Last Wooden Frigates; Reagan's 'War on Terror'; 8pgs of feedback forms. '10		94349	<a href="#">Decision Games S&amp;T Games</a>	\$22.50			New	n				6
<b>Kaiser's War, 1918-19 #261</b> W/mag. Strategic level game of the situation in 1918 thruout Europe & the Near East as the Central Powers look for some way to decisively pursue the war on the Western & Italian Fronts. 62mi/hex, 2mo turn, corp/army level. J.Miranda'10 / Articles on: German Strategy in 1918; POWs in the Korean War; the B-36; China & US carrier strategy; Harald Hardrada, Viking's Greatest King; Btl of Albermarle Sound, North Carolina, Spt 1863.		91819	<a href="#">Decision Games S&amp;T Games</a>	\$22.50			New	n				6
<b>Khan, Rise of the Mongol Empire #229</b> w/mag. Strategic level, 2 player game of the rapid rise of the Mongolian Empire, 1206-1295 from Japan to France and Egypt. Uses the game system of Charlemagne, Xenophon & Belisarius. Army level, 280 counters. J.Miranda'05		79300	<a href="#">Decision Games S&amp;T Games</a>	\$22.00			New	n	OoP			6
<b>Lepanto, Battle of... #272</b> w/mag. Game covers a key naval battle off the coast of Greece in 1571 in which a coalition of Christian powers commanded by Don Juan of Austria use cannons to destroy the Ottoman navy. A total of 450+ ships participated among 3 distinct classes. 280 counters representing galleys, galliots & galleasses. 10min/turn, 1:60k scale. R.Cowling'11 / ARTICLES ON: Btl of Lepanto, 1571; the Polish in WW1; the Mau Mau Uprising in Kenya, 1952-60; the Byzantine Navy, 324-1453AD; invention of the motorized torpedo; the fight for Kolwezi, Congo, 1978; the exact time of the end of the Am Civil War; experiments in firepower in the WWI era.		96147	<a href="#">Decision Games S&amp;T Games</a>	\$22.50			New	n				4
<b>Lest Darkness Fall, Rome in Crisis #234</b> w/mag. 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		93941	<a href="#">Decision Games S&amp;T Games</a>	\$18.00			New	n				6
<b>Lost Battalion #217</b> w/mag. Solitaire or 2 player, rgt level game of the largest US offensive during WW-I as the US drives thru the Argonne forest and try to cross the Meuse. 420 counters, rgt lvl, 3days/turn, 1mi/hex. Solitaire version is a fully developed system that plays the Germans. J.Desch'03		70029	<a href="#">Decision Games S&amp;T Games</a>	\$20.00			New	n				4 2
<b>Manila '45, Stalingrad of Pacific #246</b> w/mag. w/30 variant counters for Dagger Thrust. Simpler, grand tactical level game of the Japanese last stand in the Philippine capital in spring of 1945. The US must eliminate all Japanes defenders in 10 turns to win. Japanese has wide quality/size of units but the advantage of hidden status3days/turn, 0.5km/hex, co/btln level, with 22 different unit types. Articles on the Philippines 1945; Memnon Challenges Alex the Great at sea, 33BC; Nigerian Civil War 1967-70; Final battle of the Gettysburg Campaign. J.Miranda'07		83018	<a href="#">Decision Games S&amp;T Games</a>	\$17.50			New	n				4
<b>Manila '45, Stalingrad of Pacific #246</b> w/mag. Cherry. w/30 variant counters for Dagger Thrust. Simpler, grand tactical level game of the Japanese last stand in the Philippine capital in spring of 1945. The US must eliminate all Japanes defenders in 10 turns to win. Japanese has wide quality/size of units but the advantage of hidden status3days/turn, 0.5km/hex, co/btln level, with 22 different unit types. Articles on the Philippines 1945; Memnon Challenges Alex the Great at sea, 33BC; Nigerian Civil War 1967-70; Final battle of the Gettysburg Campaign. J.Miranda'07		92124	<a href="#">Decision Games S&amp;T Games</a>	\$17.00			Mint	n				4
<b>Marathon &amp; Granicus #214</b> w/mag. Includes err counters for Op Elope (20). Also includes scenarios, experimental rules & errata for Boer War. Simpler, 2-battle game using the BtIs Ancient World system covering the first battle of the Greek-Persian War (499BC, Marathon) and Alexander's entry into Asia at Granicus, 334BC. 1 map, 140 counters. 1-200m/hex, 30-90min/turn. L.Baggett & W.Grace'03		62932	<a href="#">Decision Games S&amp;T Games</a>	\$28.00			New	n	OoP			3
<b>Marathon &amp; Granicus #214</b> w/mag. Rules separated at spine. Op Elope variant counters not included. Simpler, 2-battle game using the BtIs Ancient World system covering the first battle of the Greek-Persian War (499BC, Marathon) and Alexander's entry into Asia at Granicus, 334BC. 1 map, 140 counters. 1-200m/hex, 30-90min/turn. L.Baggett & W.Grace'03		92782	<a href="#">Decision Games S&amp;T Games</a>	\$20.00			Excell	n	OoP			3
<b>Marlborough, War Spanish Succession #238</b> w/mag. 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		82329	<a href="#">Decision Games S&amp;T Games</a>	\$19.00			New	n	OoP			6
<b>Marlborough's BtIs, Ramillies etc #256</b> w/mag. 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.		88443	<a href="#">Decision Games S&amp;T Games</a>	\$19.00			New	n				3
<b>Marlborough's BtIs, Ramillies etc #256</b> w/mag. 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.		92810	<a href="#">Decision Games S&amp;T Games</a>	\$13.00			Excell	n				3
<b>Marlborough's BtIs, Ramillies etc #256</b> w/mag. Rules separated, otherws cherry. 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.		92589	<a href="#">Decision Games S&amp;T Games</a>	\$18.00			Mint	n				3
<b>Middle East Battles, '56 &amp; '67 #226</b> w/mag. Includes variant counters for Dixie #54 (10) and East is Red (30). Coverage of the battles of Suez in 1956 Arab-Israeli War & El Arish in the 1967 war. Btln level, 200 counters, 1 map. 6-8hrs/turn, 1mi/hex. J.Miranda'05		79299	<a href="#">Decision Games S&amp;T Games</a>	\$17.50			New	n	OoP			4
<b>Molotov's War #172</b> w/mag. Div lvl gm of Russo-Finish War of 1939-40 in southern Finland. Also includes "advanced Successors" rules w/ 40 counters. J.Desch'95		53927	<a href="#">Decision Games S&amp;T Games</a>	\$35.00			New	n	OoP			4
<b>Molotov's War #172</b> w/mag. Rules separated. Mag pages wrinkled thru being read. Components clean. Div lvl gm of Russo-Finish War of 1939-40 in southern Finland. Also includes "advanced Successors" rules w/ 40 counters. J.Desch'95		91666	<a href="#">Decision Games S&amp;T Games</a>	\$30.00			Mint	n	OoP			4

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Game Title (& Edition or Issue #)	Game		Publisher Name	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of
	Only?	Part#		Price EA	Surcharge	Conditn	Type	Print?	Incl	Scale
<b>Molotov's War #172</b> w/mag. Rules torn apart at spine. Includes Adv Successors rules. Div lvl gm of Russo-Finish War of 1939-40 in southern Finland. Also includes "advanced Successors" rules w/ 40 counters. J.Desch'95		92703	<a href="#">Decision Games S&amp;T Games</a>	\$22.00		Excell	n	OoP	Err	4
<b>No Prisoners! Lawrence of Arabia #237</b> w/mag. w/errata counters for Dagger Thrusts (5 + 20 Am Stars/Bridge Broken markers), Old Contentables (2), Twilight's Last Gleaming 2 (2), Nine Navies War (1) Strategic level game of Lawrence of Arabia's (and the Brit's) campaign in Palestine, from Egypt to Damascus & Medina, 1915-18. Two campaigns occurred during this time, an Ottoman thrust to Egypt and the British offensive that conquered Palestine. Includes an optional system where each player controls opposite side on western & eastern fronts (ala Btl for Germany). J.Miranda'06		81686	<a href="#">Decision Games S&amp;T Games</a>	\$17.50		New	n			6
<b>No Prisoners! Lawrence of Arabia #237</b> w/mag. All Errata counters for other games removed Strategic level game of Lawrence of Arabia's (and the Brit's) campaign in Palestine, from Egypt to Damascus & Medina, 1915-18. Two campaigns occurred during this time, an Ottoman thrust to Egypt and the British offensive that conquered Palestine. Includes an optional system where each player controls opposite side on western & eastern fronts (ala Btl for Germany). J.Miranda'06		92811	<a href="#">Decision Games S&amp;T Games</a>	\$12.50		Excell	n			6
<b>Objective, Tunis #140</b> w/mag. Initial reaction in Tunisia to Torch landings, Nov 42. Can be wild. Uses Battles of N Afrika system. 3 scenarios. co/btln lvl, 2mi/hex. V.Van Borries'91		45090	<a href="#">Decision Games S&amp;T Games</a>	\$10.00		New	n	OoP		3
<b>Objective, Tunis #140</b> w/mag. Initial reaction in Tunisia to Torch landings, Nov 42. Can be wild. Uses Battles of N Afrika system. 3 scenarios. co/btln lvl, 2mi/hex. V.Van Borries'91		85140	<a href="#">Decision Games S&amp;T Games</a>	\$9.00		Mint	n	OoP		3
<b>Old Contentables, Battle of Mons #228</b> w/mag. 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, btl/rgt level. Has the look & feel of a Command/XTR game. R.Bell'05		72763	<a href="#">Decision Games S&amp;T Games</a>	\$20.00		New	n	OoP		4
<b>On to Moscow #171</b> w/mag. Rules separated. Strat lvl gm of Charles XII invasion of Russia, 1708-9, using 7 Yrs War system. J.Miranda'94		91695	<a href="#">Decision Games S&amp;T Games</a>	\$32.00		Mint	n	OoP		6
<b>On to Moscow #171</b> w/mag. Strat lvl gm of Charles XII invasion of Russia, 1708-9, using 7 Yrs War system. J.Miranda'94		16926	<a href="#">Decision Games S&amp;T Games</a>	\$35.00		New	n	OoP		6
<b>On to Moscow #171</b> w/mag. Strat lvl gm of Charles XII invasion of Russia, 1708-9, using 7 Yrs War system. J.Miranda'94		92702	<a href="#">Decision Games S&amp;T Games</a>	\$25.00		Excell	n	OoP	Err	6
<b>Operation Elope #211</b> w/mag. 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		60249	<a href="#">Decision Games S&amp;T Games</a>	\$25.00		New	n	OoP		4
<b>Operation Felix/Zama #153</b> w/mag. w/ Zama. Hypothetical assault on Gibraltar, 1940. Zama covers Carthage's last battle w/ Rome using the simple, tac lvl Ancient BtIs system.		28357	<a href="#">Decision Games S&amp;T Games</a>	\$19.00		New	n	OoP		2
<b>Operation Felix/Zama #153</b> w/mag. Rules separated. Hypothetical assault on Gibraltar, 1940. Zama covers Carthage's last battle w/ Rome using the simple, tac lvl Ancient BtIs system.		91667	<a href="#">Decision Games S&amp;T Games</a>	\$16.00		Mint	n	OoP		2
<b>Operation Felix/Zama #153</b> w/mag. w/ Zama. Hypothetical assault on Gibraltar, 1940. Zama covers Carthage's last battle w/ Rome using the simple, tac lvl Ancient BtIs system.		89663	<a href="#">Decision Games S&amp;T Games</a>	\$17.00		Mint	n	OoP		2
<b>Operation Jubilee, Dieppe 1942 #265</b> w/mag. Grand tactical, solitaire game of the disastrous Canadian raid on Dieppe in 1942. Players control Canadian & British invaders against system-controlled, staunch defenses. J.Butterfield'10 / ARTICLES ON: Dieppe 1942; Operation Linebacker air campaign over northern Vietnam; Roman conquest of Britain; 1985 Badaber Uprising of captured Soviets held by Majahaideen; the Carronade as a weapon; Battle of Ball's Bluff, 1861.		93839	<a href="#">Decision Games S&amp;T Games</a>	\$22.50		New	n			3
<b>Operation Shock Troops, Drv Damascus#168</b> w/mag. Errata on cover of rules has one large check mark on it. Btl lvl gm of decisive Israeli counterattack on the Golan Heights, Oct 1973, that ended the Yom Kippur War. P.Moore'94		92699	<a href="#">Decision Games S&amp;T Games</a>	\$22.00		Excell	n	OoP	Err	4
<b>Operation Shock Troops, Drv Damascus#168</b> w/mag. Btl lvl gm of decisive Israeli counterattack on the Golan Heights, Oct 1973, that ended the Yom Kippur War. P.Moore'94		89661	<a href="#">Decision Games S&amp;T Games</a>	\$29.00		Mint	n	OoP		4
<b>Ottomans, Rise of the Turkish Empire#222</b> w/mag. 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		73702	<a href="#">Decision Games S&amp;T Games</a>	\$23.00		New	n	OoP		6 4
<b>Over the Top: Lemberg &amp; Verdun #198</b> w/mag. Pair of brigade lvl games of two key WW1 battles. 2nd ed rules to the series. Covers the attritional battle at Verdun, 1916, and the Brusilov offensive against the Austro-Hungarians, Spt 1914. J.Miranda'00		41589	<a href="#">Decision Games S&amp;T Games</a>	\$44.00		New	n	OoP		4
<b>Over the Top: Lemberg &amp; Verdun #198</b> w/mag. Pair of brigade lvl games of two key WW1 battles. 2nd ed rules to the series. Covers the attritional battle at Verdun, 1916, and the Brusilov offensive against the Austro-Hungarians near Lemberg, Spt 1914. 280 counters, 1 map, daily turns. J.Miranda'00		92643	<a href="#">Decision Games S&amp;T Games</a>	\$32.00		Excell	n	OoP		4
<b>Over the Top: Mons &amp; the Marne 1914 #186</b> w/mag. Pair of brigade lvl games of the opening campaign in the west, WW1. 2 scenarios, Mons, Aug. 1914, and the Marne, Spt 1914. J.Miranda'97		22775	<a href="#">Decision Games S&amp;T Games</a>	\$44.00		New	n	OoP		4
<b>Red Dragon Rising #250</b> w/mag. Operational level game of the first 30 days of active air, naval & some land warfare between mainland China & Taiwan, but involving Russia, the Koreans, Japan, Australia, the Philippines, Singapore the UK & of course the US. Brig/corp/air wing/task force level. 100mi/inch, 176 counters. B.Costello '08. Articles on: China as a rising power in the 21st century; Battles of Isandlwana & Rorke's Drift in the Zulu War 1879; German & British Naval Rivalry prior to WW1; the First Crusade 1096-99.		84854	<a href="#">Decision Games S&amp;T Games</a>	\$65.00		New	n	OoP		6
<b>Red Sun/Red Star, Nomanhan Campaign #158</b> w/mag. Rules separated. w/ 12 errata counters from #162. Op lvl gm of border '39 border dispute between overly aggressive Jap. forces & initially undermanned Soviet forces. M.Stille'93		91670	<a href="#">Decision Games S&amp;T Games</a>	\$35.00		Mint	n	OoP		4
<b>Red Sun/Red Star, Nomanhan Campaign #158</b> w/mag. Op lvl gm of border '39 border dispute between overly aggressive Jap. forces & initially undermanned Soviet forces. M.Stille'93		92654	<a href="#">Decision Games S&amp;T Games</a>	\$25.00		Excell	n	OoP		4
<b>Reinforce the Right, W.Front 1914 #180</b> w/mag. Rules separated. Map read & folded over w/ some wrinkles. Corp lvl gm of the initial campaign in the West, 1914, from Swiss border to the N. Sea. Relatively simple, w/ player chosen options that influence victory points. 2 scenarios: one covers thru the Marne, the other thru Nov. J.Miranda '96		91627	<a href="#">Decision Games S&amp;T Games</a>	\$32.00		Mint	n	OoP	Err	4
<b>Reinforce the Right, W.Front 1914 #180</b> w/mag. Corp lvl gm of the initial campaign in the West, 1914, from Swiss border to the N. Sea. Relatively simple, w/ player chosen options that influence victory points. 2 scenarios: one covers thru the Marne, the other thru Nov. J.Miranda '96		18735	<a href="#">Decision Games S&amp;T Games</a>	\$36.00		New	n	OoP		4

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of			
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Flag	Conditn	Type	Print?	Incl	Scale	Plrys
<b>Reinforce the Right, W.Front 1914 #180</b> w/mag. Corp lvl gm of the initial campaign in the West, 1914, from Swiss border to the N. Sea. Relatively simple, w/ player chosen options that influence victory points. 2 scenarios: one covers thru the Marne, the other thru Nov. J.Miranda '96		92693	<a href="#">Decision Games S&amp;T Games</a>	\$25.00		Excell	n	OoP	Err		4
<b>Rio Grande, the Battle of Valverde #143</b> w/mag. Rgt lvl, grand tactical game of the major battle in the Confederate offensive into New Mexico, 1862. Small but relatively complex game for its size. R.Berg'91		92572	<a href="#">Decision Games S&amp;T Games</a>	\$5.00		Excell	n	OoP	Err		2
<b>Rio Grande, the Battle of Valverde #143</b> w/mag. Rgt lvl, grand tactical game of the major battle in the Confederate offensive into New Mexico, 1862. Small but relatively complex game for its size. R.Berg'91		50511	<a href="#">Decision Games S&amp;T Games</a>	\$12.00		New	n	OoP			2
<b>Rio Grande, the Battle of Valverde #143</b> Gm only. Some moisture warping of rules, otherws mint. Rgt lvl, grand tactical game of the major battle in the Confederate offensive into New Mexico, 1862. Small but relatively complex game for its size. R.Berg'91	GmOnly	91726	<a href="#">Decision Games S&amp;T Games</a>	\$5.00		Mint	n	OoP			2
<b>Risorgimento, War in Italy, 1848 #187</b> w/mag. Campaigns of 3 wars (1848, 1859 and 1866) between the various Italian states and the Austrians. 4th game in the Imperial Age system. M.Bennighof'98		92637	<a href="#">Decision Games S&amp;T Games</a>	\$32.00		Excell	n	OoP			4
<b>Risorgimento, War in Italy, 1848 #187</b> w/mag. Campaigns of 3 wars (1848, 1859 and 1866) between the various Italian states and the Austrians. 4th game in the Imperial Age system. M.Bennighof'98		45036	<a href="#">Decision Games S&amp;T Games</a>	\$40.00		New	n	OoP			4
<b>Roman Civil War #157</b> w/mag. Gm of Julius Caesar v Senate for control of Roman state fought thruout Europe, Africa & Mideast, using Trajan system. J.Miranda'93		92676	<a href="#">Decision Games S&amp;T Games</a>	\$49.00		Excell	n	OoP	Err		4
<b>Roman Civil War #157</b> GmOnly. Complete. Rules neatly but extensively annotated w/ errata; also underlined in black neatly. Gm of Julius Caesar v Senate for control of Roman state fought thruout Europe, Africa & Mideast, using Trajan system. J.Miranda'93	GmOnly	81798	<a href="#">Decision Games S&amp;T Games</a>	\$45.00		V.Good	n	OoP			4
<b>Rough &amp; Ready #212</b> w/mag + 20 errata counters (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, 220 counters. R.Berg'02		64275	<a href="#">Decision Games S&amp;T Games</a>	\$19.00		New	n	OoP			3
<b>Russian Civil War 2nd #267</b> w/mag. Update of this strategic level, area move, 3-6 player game of the chaotic Russian Civil War, 1918-21 originally published by SPI. Map extended to central Asia & Mongolia, specialized unit functions added, foreign forces added & various clarifications & optional rules including rules for solitaire & large group play. Rule elaborations cover the machinations of the politboro, purges, assassinations, a wide variety of random events, armored trains, strikes, etc. 32pgs of rules, 2maps, 520 counters. J.Dunnigan, J.Miranda'11 / ARTICLES ON: Russian Civil War 1918-22, history & game design notes; Marengo; Artillery at Waterloo; Voyage of the IMS Wolf, 1916; Casualties among ancient Greek generals; US experimental tanks of the 1950-60s. '11		95070	<a href="#">Decision Games S&amp;T Games</a>	\$39.00		New	n				6 6
<b>Russo-Turkish War, 1870-71 #154</b> w/mag. 2nd in Wars of Imp Age series. Mod complex op-strat gm of War of 1877-8. Elaborate system w/ politics, hidden move, logistics, neutrals, etc. 5 scenarios. J Miranda.		33396	<a href="#">Decision Games S&amp;T Games</a>	\$28.00		New	n	OoP			6
<b>Russo-Turkish War, 1870-71 #154</b> w/mag. 2nd in Wars of Imp Age series. Mod complex op-strat gm of War of 1877-8. Elaborate system w/ politics, hidden move, logistics, neutrals, etc. 5 scenarios. J Miranda.		91064	<a href="#">Decision Games S&amp;T Games</a>	\$27.00		Mint	n	OoP			6
<b>Russo-Turkish War, 1870-71 #154</b> w/mag. 2nd in Wars of Imp Age series. Mod complex op-strat gm of War of 1877-8. Elaborate system w/ politics, hidden move, logistics, neutrals, etc. 5 scenarios. J Miranda.		92673	<a href="#">Decision Games S&amp;T Games</a>	\$20.00		Excell	n	OoP			6
<b>Saipan/Clontarf #162</b> w/mag. 2nd gm, Clontarf, also. Saipan is solitaire gm of bitter 3wk btl for the island base, June-July '44. Player controls 2 Marine & 1 army div. Var counters for Zeppelin (10), Russo-Turkish (2), Red Sun/Red Star (9), Nap 1st Battles (9) E.Faust'93 Clontarf is a simple grand tac gm of btl that broke Norse hold on Ireland. 2 player gm. A.McGrath'93		66933	<a href="#">Decision Games S&amp;T Games</a>	\$22.00		Mint	n	OoP			2 1
<b>Saipan/Clontarf #162</b> w/mag. Indiv rules pgs separated at spine. 2nd gm, Clontarf, also. Saipan is solitaire gm of bitter 3wk btl for the island base, June-July '44. Player controls 2 Marine & 1 army div. Var counters for Zeppelin (10), Russo-Turkish (2), Red Sun/Red Star (9), Nap 1st Battles (9) E.Faust'93 Clontarf is a simple grand tac gm of btl that broke Norse hold on Ireland. 2 player gm. A.McGrath'93		92688	<a href="#">Decision Games S&amp;T Games</a>	\$13.00		Excell	n	OoP	Err		2 1
<b>Santiago Campaign, 1898 #258</b> w/mag. w/ variant counters for Hannibal's War (14) & Red Dragon Rising (90). Grand tactical game of the Rough Rider's campaign to capture Santiago in Cuba during the Spanish-American War, 1898. 3days/turn, 0.5mi/hex, btl/nrgt level. R.Bell'09 / Articles on: Santiago Campaign 1898; Btl of Tewkesbury, 1471, during the War of the Roses; the Cassino Line & the battle for Cassino, 1944; media review & lots of ads. '09		90509	<a href="#">Decision Games S&amp;T Games</a>	\$19.25		New	n				4
<b>Savage Station / Olustee #166</b> w/mag. 2 gms using Seven Days Battles system. SS: btl before Richmond, June '62. R.Markham'94. Ol: decisive btl for control of Florida, Feb'64. C.Diamond'94		91183	<a href="#">Decision Games S&amp;T Games</a>	\$39.00		Mint	n	OoP			2
<b>Savage Station / Olustee #166</b> w/mag. 2 gms using Seven Days Battles system. SS: btl before Richmond, June '62. R.Markham'94. Ol: decisive btl for control of Florida, Feb'64. C.Diamond'94		92681	<a href="#">Decision Games S&amp;T Games</a>	\$32.00		Excell	n	OoP	Err		2
<b>Sea Devils, ACW on the High Seas #191</b> w/mag. Strategic level game of Confederate merchant raiding around the world during the American Civil War. 4 scenarios & entire campaign. T.Garland'98		26520	<a href="#">Decision Games S&amp;T Games</a>	\$85.00		New	n				6
<b>Sea Devils, ACW on the High Seas #191</b> w/mag. Rules separated. Strategic level game of Confederate merchant raiding around the world during the American Civil War. 4 scenarios & entire campaign. Original game underdeveloped; updated rules & other components included in issue #194 (w/ Forgotten War). T.Garland'98		91600	<a href="#">Decision Games S&amp;T Games</a>	\$80.00		Mint	n	OoP			6
<b>Sealords, Vietnam War in the Mekong#243</b> w/mag. 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. Contains 280 counters, square grid map. Units co to div level; 6.2mi/hex; 7-30days/turn. J.Miranda'07		80747	<a href="#">Decision Games S&amp;T Games</a>	\$19.00		New	n	OoP			4
<b>Second Kharkov, Strike &amp; Counterstrike #271</b> w/mag. 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 Itooro, the Paraguayan Thermopylae; battle of Arsuf, 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.		96132	<a href="#">Decision Games S&amp;T Games</a>	\$22.50		New	n				4

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl	Scale	Plyrs
See page 33 for an explanation of the various codes & column data used in this catalog.												
<b>Sedan Campaign, 1870 #224</b> w/mag. Includes variant counters for Indochina (20), Belisarius (20), Afghanistan (9), 1918 (9), Grp Soviet Forces (1), Ottomons (2), Boer War (10), Inv Taipai (10), Indo-Pakistani (48), Asia Crossroads (2), First Afghan (7). Simpler, operational level game of the decisive campaign of the Franco-Prussian War, 1870. 4.4mi/hex, 3days/turn, div level. T.Bomba'04	76803	<a href="#">Decision Games S&amp;T Games</a>	\$26.00	New	n	OoP		4				
<b>Sedan Campaign, 1870 #224</b> w/mag. ALL variant counters for other games removed; NEW in all other respects. Simpler, operational level game of the decisive campaign of the Franco-Prussian War, 1870. 4.4mi/hex, 3days/turn, div level. T.Bomba'04	81965	<a href="#">Decision Games S&amp;T Games</a>	\$18.00	Mint	n	OoP		4				
<b>Sedan Campaign, 1870 #224</b> w/mag. ALL variant counters for other games removed. All rules pgs separated at spine; 2 vertical lines drawn on one variant page. Simpler, operational level game of the decisive campaign of the Franco-Prussian War, 1870. 4.4mi/hex, 3days/turn, div level. T.Bomba'04	92793	<a href="#">Decision Games S&amp;T Games</a>	\$14.00	Excell	n	OoP		4				
<b>Seven Years War #163</b> w/mag. Rules separated. Mag has been read, folded over, mildly wrinkled; back cover corner dog eared. Strat lvl game of war of Prussian ascendancy. Players attempt to expand w/o provoking unified reaction. Std & adv gm rules. Miranda'94	91631	<a href="#">Decision Games S&amp;T Games</a>	\$42.50	Mint	n	OoP		6 M				
<b>Seven Years War #163</b> w/mag. Strat lvl game of war of Prussian ascendancy. Players attempt to expand w/o provoking unified reaction. Std & adv gm rules. Miranda'94	16898	<a href="#">Decision Games S&amp;T Games</a>	\$49.00	New	n	OoP		6 M				
<b>Seven Years War #163</b> w/mag. Strat lvl game of war of Prussian ascendancy. Players attempt to expand w/o provoking unified reaction. Std & adv gm rules. Miranda'94	92684	<a href="#">Decision Games S&amp;T Games</a>	\$36.00	Excell	n	OoP	Err	6 M				
<b>Seven Years World War #221</b> w/Mag. The 7 Years War covered as a global war of empire. 8 European powers plus India & China compete for dominance. Can be played by 2-4 players thru military, economic & diplomatic means. Yearly turns, army/fleet level. J.Miranda'04	69123	<a href="#">Decision Games S&amp;T Games</a>	\$29.00	New	n			8 4				
<b>Shiloh, Bloody April 1862 #264</b> w/mag. Game of the Confed Apr 1862 surprise attack that held hope of catching the Union sleeping but was beaten back by Union resolve & simple confusion. Uses an evolution of AH's Gettysburg '77. 1hr/turn, 100yd/hex, brig level. 3 scenarios plus 3-day campaign. P.Koenig'10 / Articles on: Btl of Shiloh; J.Miranda on Game Design; Fulani Jihad, 1804-9; Hitler's Ardennes Offensive; Russo-Georgian War of 2008; others.	93497	<a href="#">Decision Games S&amp;T Games</a>	\$22.50	New	n			4				
<b>Spanish Civil Wars Battles #213</b> w/mag. First of an intended series of operational, btln/rgt/brig level games on various battles in the Spanish Civil War, 1936-9. This issue covers the battles of Brunete (July '37) in which the besieged Republicans attempt to lift the siege of Madrid, and Jarama (Feb '37) in which the Nationalist thrust for the vital Valencia road during the siege of Madrid. P.Moore'03	61753	<a href="#">Decision Games S&amp;T Games</a>	\$32.00	New	n	OoP		4				
<b>Spanish Civil Wars Battles, v2 #219</b> w/mag. Mag mildly dog-eared; 5 counters loose from tree. 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, btln/rgt/brg/div level. P.Moore'03	79616	<a href="#">Decision Games S&amp;T Games</a>	\$20.00	New	n	OoP		3				
<b>Spanish Civil Wars Battles, v2 #219</b> w/mag. 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, btln/rgt/brg/div level. P.Moore'03	92800	<a href="#">Decision Games S&amp;T Games</a>	\$15.00	Excell	n	OoP		3				
<b>Spanish Civil Wars Battles, v2 #219</b> w/mag. Cherry. 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, btln/rgt/brg/div level. P.Moore'03	92128	<a href="#">Decision Games S&amp;T Games</a>	\$19.00	Mint	n	OoP		3				
<b>Successors #161</b> w/mag. 2-4 player wars of succession after the death of Alex the Great, 320-205BC. '93	32385	<a href="#">Decision Games S&amp;T Games</a>	\$32.00	New	n	OoP		6 4				
<b>Successors #161</b> w/mag. 2-4 player wars of succession after the death of Alex the Great, 320-205BC. G&N.Grabber'93	77944	<a href="#">Decision Games S&amp;T Games</a>	\$30.00	Mint	n	OoP		6 4				
<b>Successors #161</b> w/mag. 2-4 player wars of succession after the death of Alex the Great, 320-205BC. G&N.Grabber'93	92687	<a href="#">Decision Games S&amp;T Games</a>	\$23.00	Excell	n	OoP	Err	6 4				
<b>Tarawa, Red Beach One #142</b> w/mag. Rules separated. Includes 13 substitute Jap. units from later issue. Inked initials & some scuffs on cover. Solitaire & 2plyr gm of bloody 1943 invasion, w/ rules for 2 players. Co lvl, 100yd/hex. M.Joslyn'91	91679	<a href="#">Decision Games S&amp;T Games</a>	\$18.00	Mint	n	OoP	Err	2 1				
<b>Tarawa, Red Beach One #142</b> w/mag. Solitaire & 2plyr gm of bloody 1943 invasion, w/ rules for 2 players. Co lvl, 100yd/hex. M.Joslyn'91	92573	<a href="#">Decision Games S&amp;T Games</a>	\$14.00	Excell	n	OoP	Err	2 1				
<b>They Died with Their Boots On, v1 #236</b> w/mag. 2 games of US Army campaigns: Custer's Last Stand 1876, covering the US's campaign against the Cheyenne & Sioux thru the spring & summer; and the Quebec Expedition 1775-6, during which the US hoped to provoke Canadian succession by advancing on Quebec. Both are operation level, covering a multi-state area. 1 map in 2 sections, 280 counters. J.Miranda'06	82022	<a href="#">Decision Games S&amp;T Games</a>	\$17.50	New	n			3				
<b>They Died with Their Boots On, v2 #242</b> w/mag. 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, btln/rgt 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	82010	<a href="#">Decision Games S&amp;T Games</a>	\$18.25	New	n			3				
<b>Trajan #145</b> w/mag. 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. RECOMMENDED. J.Miranda'91	76702	<a href="#">Decision Games S&amp;T Games</a>	\$75.00	Mint	n	OoP		4				
<b>Trajan #145</b> GmOnly. Complete. Rules annotated w/ errata. 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. RECOMMENDED. J.Miranda'91	GmOnly 81797	<a href="#">Decision Games S&amp;T Games</a>	\$60.00	Excell	n	OoP	Err	4				
<b>Twilight of the Hapsburgs #204</b> w/mag. Includes addtl scenarios & variants for Forgotten Axis #194 & 199 (& require addtl counters from #201). Operational (brig/div) lvl game of various battles on the Italian-Austro-Hungarian front including Caporetto (10/1917), Piave (6/1918), and Vittorio Veneto (10/1918). 3days/turn, 6km/hex. Nicely done map focused on the international border. M.Bennighof'01	48577	<a href="#">Decision Games S&amp;T Games</a>	\$59.00	New	n	OoP		4				
<b>Twilight of the Hapsburgs #204</b> w/mag. Variants for Forgotten Axis NOT included. Some rules pgs separated. Operational (brig/div) lvl game of various battles on the Italian-Austro-Hungarian front including Caporetto (10/1917), Piave (6/1918), and Vittorio Veneto (10/1918). 3days/turn, 6km/hex. Nicely done map focused on the international border. M.Bennighof'01	92787	<a href="#">Decision Games S&amp;T Games</a>	\$39.00	Excell	n	OoP		4				

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<b>Twilight of the Hapsburgs #204</b> GmOnly. Operational (brig/div) lvl game of various battles on the Italian-Austro-Hungarian front including Caporetto (10/1917), Piave (6/1918), and Vittorio Veneto (10/1918). 3days/turn, 6km/hex. Nicely done map focused on the international border. M.Bennighof'01	GmOnly	91698	<a href="#">Decision Games S&amp;T Games</a>	\$49.00		Mint	n	OoP			4
<b>Twilight of the Ottomans #241</b> w/Mag. 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		93108	<a href="#">Decision Games S&amp;T Games</a>	\$18.25		New	n				6
<b>Twilight's Last Gleaming, War 1812 #184</b> w/mag. Three tactical lvl battles from late in the War of 1812: Bladensburg, North Point, New Orleans. C.Diamond'97		22870	<a href="#">Decision Games S&amp;T Games</a>	\$42.00		New	n				3
<b>Twilight's Last Gleaming, War 1812 #184</b> w/mag. Rules separated, w/ several creases & wear to mag cover. Three tactical lvl battles from late in the War of 1812: Bladensburg, North Point, New Orleans. C.Diamond'97		91707	<a href="#">Decision Games S&amp;T Games</a>	\$33.00		Mint	n	OoP			3
<b>Twilight's Last Gleaming, War 1812 #184</b> w/mag. Three tactical lvl battles from late in the War of 1812: Bladensburg, North Point, New Orleans. C.Diamond'97		92697	<a href="#">Decision Games S&amp;T Games</a>	\$25.00		Excell	n	OoP	Err		3
<b>Twilight's Last Gleaming, War v2 #225</b> w/mag. 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		81562	<a href="#">Decision Games S&amp;T Games</a>	\$27.50		New	n	OoP			3
<b>Twilight's Last Gleaming, War v2 #225</b> w/mag. 2 rules pgs for 1918 separated at spine but included. Three sml 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.		92816	<a href="#">Decision Games S&amp;T Games</a>	\$21.00		Excell	n	OoP			3
<b>Vietnam Battles: Hue / Op Pegasus #196</b> w/mag. Grand tac, btlm lvl game of 2 concurrent battles of the Tet Offensive early in 1968. Covers the military aspects of these two battles, including special unit abilities. J.Miranda'99		60114	<a href="#">Decision Games S&amp;T Games</a>	\$30.00		New	n	OoP			4
<b>Vinegar Joe's War #227</b> w/mag. Game of the struggle for SE Asia, Hanoi to Singapore to Calcutta, 1941-5, w/ land, air & sea units. Quarterly turns, brig/div level land units, 2 scenarios plus campaign. J.Miranda'05		70597	<a href="#">Decision Games S&amp;T Games</a>	\$30.00		New	n	OoP			4
<b>When Lions Sailed #268</b> w/mag. Strategic level game of naval combat in the 17th century around the world for 2-4 players representing England, Spain, France & the Netherlands. 1yr/turn. Based on the 1066 & Frederick's War game system. 280 counters. J.Miranda'11 / ARTICLES ON: Naval strategy & the colonial era; analysis of Justinian's reconquest of Italy; the shrinking British Military; props v jets; covert calamities of WW2; Russian campaign in Chechnya, 1994-2000. '11		94976	<a href="#">Decision Games S&amp;T Games</a>	\$22.50		New	n				6
<b>White Eagle Eastward #156</b> w/mag. Russo-Polish War during 1920. Poland first defends its newfound status as a nation then attacks the Soviet aggressors. Strat lvl. Tense game that goes to the wire every time. T.Kane, C.Cummins'92		46334	<a href="#">Decision Games S&amp;T Games</a>	\$20.00		New	n				4
<b>Winged Horse, War in Vietnam 1965-6 #239</b> w/mag. 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		85477	<a href="#">Decision Games S&amp;T Games</a>	\$22.00		New	n	OoP			6
<b>Xenophon, 10,000 Against Persia #203</b> w/mag. Game of the Persian Civil War of 401-387BC in which the satrap Cyrus revolted against Emperor Artaxerxes II. Uses the Charlemagne system. 80k/hex, 3yrs/turn, 2 scenarios. Includes errata for Crimea War Battles #201 & Invasion Tapei #202 J.Miranda'00		89665	<a href="#">Decision Games S&amp;T Games</a>	\$89.00		Mint	n	OoP			6
<b>Zeppelin, First Btl Over Britain #159</b> w/mag. Op-Strat lvl gm played in 9 scenarios covering air bombing & combat over England, 1916-8, 1-2players. M.McVeigh'93		46341	<a href="#">Decision Games S&amp;T Games</a>	\$22.00		New	n				2
<b>Zeppelin, First Btl Over Britain #159</b> w/mag. Rules separated. Op-Strat lvl gm played in 9 scenarios covering air bombing & combat over England, 1916-8, 1-2players. M.McVeigh'93		91669	<a href="#">Decision Games S&amp;T Games</a>	\$20.00		Mint	n	OoP	Err		2
<b>Decision Gms World at War</b> (541) 756-4711 10am-9pm PST (866) 690-7879 10am-9pm PST											
<b>Afrikakorps, Decision in the Desert #11</b> w/mag. Includes 40 errata counters for Coral Sea & players aid card (missing from #10). New & rather luscious design using the They Died with Boots On system. Operational level game of the war in the N.African desert, 1941-2, from El Agheila to Suez. Monthly turns, 12.5mi/hex, moderate complexity, rgt/brig level. Includes attention to the intangibles that heavily influenced the campaign. 260 counters. J.Miranda'10 / Articles on: Campaign in the Desert, 1940-2; Afrikakorps designers notes; Romania in WW2; Savo Island; WW2 German Airborne Operations.		91784	<a href="#">Decision Gms World at War</a>	\$22.50		New	n				4
<b>Arriba Espana! 4th # 8</b> 4th edition of this small game of the Spanish Civil War, 1936-9, played on an 11x17 color, area map of Spain, w/ 280 die cut color counters. A decent, playable game of this bitter civil war. Packaged in a metal tin. B.Train'09		90274	<a href="#">Decision Gms World at War</a>	\$19.25		New	n				8
<b>Bulge, the Battle of the Bulge 2nd # 3</b> w/mag. Graphic & mechanical update of the SPI game published both as The Bulge & Big Red One. Simpler, fast playing, div level game of the critical part of the Battle of the Bulge, 16-25 Dec 1944. 176 large counters. J.Dunnigan, E.Smith, T.Bomba'08 / Articles on: the Bulge'44; Chekassy (Korsun) Pocket, 1944; Dyhernfurth raid to destroy a nerve gas factory in Soviet hands, 1945; Lyndon Baines Johnson (LBJ)'s adventures in the South Pacific in WW2; Soviet army organization 1942-5.		86579	<a href="#">Decision Gms World at War</a>	\$28.00		New	n	OoP			4
<b>Coral Sea Solitaire #10</b> w/mag. Solitaire game of the May 1942 Japanese attempt to capture the key Allied base at Pt. Moresby using the Solomons Campaign 2nd game system. The player controls the Allied forces. 75mi/hex, 12hrs/turn, 1-3ships/counter. '10 / Articles on: Coral Sea 1942; Crimean Campaign, 1941-2; Germany's Spitzbergen Raid 1943; Djibouti in WW2; the ZRCV Flying Aircraft Carrier; Dodecanese Campaign, Germany's Last Offensive in the Med 1943; Operations research in WW2.		94522	<a href="#">Decision Gms World at War</a>	\$22.50		New	n				4
<b>Destruction of Army Group Center 2nd # 9</b> w/mag. Substantial redesign of this early SPI, multiscenario game of the Soviet Summer'44 offensive that destroyed a exposed German army group. This version changes the scale to army/corp level & expands the scope of the game to cover the Baltic states & NW Ukraine, opening up new options. 16mi/hex, 1wk/turn, corp/army lvl, 176 counters. J.Dunnigan, T.Bomba'09 / Articles on: Field Marshal Busch & the Destruction of AG Center 1944; Orde Wingate, pioneer of Special Ops; Southern Bomber Command, 15th Air Force; Tarawa recollections' 09		90781	<a href="#">Decision Gms World at War</a>	\$25.00		New	n	OoP			4
<b>Finnish Front, 1941-42 # 5</b> w/mag. 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.		90447	<a href="#">Decision Gms World at War</a>	\$25.00		New	n	OoP			4

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<b>Greater East Asia War # 6</b> w/mag. 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.		93449	<a href="#">Decision Gms World at War</a>	\$25.00		New	n	OoP			6
<b>Greek Tragedy, Italian Inv of Greece # 7</b> w/mag. Update of this game of the disastrous Italian invasion of Greece in late Fall 1940. Div level, 7.5mi/hex, monthly turns. Historical game played as a solitaire game; what-if game provides lots of options the Italians passed up. Uses a version of the June 6 game system. R.Berg'09 / Articles on: Italian invasion of Greece & Albania; German attempt to assassinate the Big 3 Allied leaders in 1943; Struggle for Okinawa 1945; Assaulting Eben Emael.		90448	<a href="#">Decision Gms World at War</a>	\$19.25		New	n				4
<b>Grossdeutschland Panzer Division #20</b> w/mag. First game in an intended Famous Divisions series. Covers 4 battles from the eastern front 1943-4: Lutchessa Valley, Kursk, Akhtyrka & Mischurin Rog. Combat is heavily influenced by a event chit drawn for each battle. 500m/hex, 6hrs/turn. J.Schettler'11		95820	<a href="#">Decision Gms World at War</a>	\$37.50		New	n				3
<b>Guards Tank, Battle of Prochorovka #13</b> w/mag. First of intended East Front Battles Series game covering larger battles on the Eastern Front at operational level. This game focuses on the southern portion of Kursk, 1943, as the SS Panzers break thru the 6th Guards' defenses and are attacked by the 5th Guards Tank Army. Btl/brig level, 1km/hex, 1day/turn. J.Miranda'10 / Articles on: the Soviets at Kursk; Bigger isn't always better in WW2 ship design; btl for Hurtgen Forest, 1944; Japanese last stand in Manchuria, 1945.		93351	<a href="#">Decision Gms World at War</a>	\$40.00		New	n	OoP			3
<b>Hardest Days, Battle of Britain #19</b> w/mag. Solitaire game covering the most significant individual days of the Battle of Britain over SW Britain. Each of 5 scenarios covers one such 14-hour day. 1"=10mi, 10-30 aircraft/counter, 10min/turn tac & 2hrs/turn operational. Designer is highly experienced on topic. J.Butterfield'11 / ARTICLES ON: Turning Pts in the Battle of Britain analysis of the invasion of Tarawa, 1943; Logistical factors in the battle for N.Africa 1941-2; German WW2 Eastern front Fortifications; military history on currency around the world; the destruction of Port Chicago (north of San Francisco) by an atomic blast in 1944?; battle of Komandorski Islands 1943; floating forts on the Thames.		95407	<a href="#">Decision Gms World at War</a>	\$23.00		New	n	OoP			4
<b>Leningrad #17</b> w/mag. New game of AG North's drive on Leningrad from July-Aug 1941 using the Manila'45 system. Assumes that von Manstein didn't pause before charging for the city early in the summer of 1941. First game to cover the possible fight for the city of Leningrad itself in detail. 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: von Mansteins truly 'Lost Victory,' Leningrad 1941; Operation Anvil/Dragoon, Aug 1944, the Battle that Won't End; USN's Yangtze River Patrol 1937-41; Britain's Special Ops Executive; liberation of Vichy Madagascar; US & Japanese pilot selection methods in WW2; USS Isabel as bait to provoke a Japanese attack against US. '11		94809	<a href="#">Decision Gms World at War</a>	\$22.50		New	n				4
<b>Partizan! War in Yugoslavia 1941-44 #16</b> w/mag. Game of the lengthy & bitter battle between Axis occupying forces & guerilla resistance fighters in the Balkans from 1941-4. The Yugoslavs must harrass the Axis, destroying resources such as warehouses, depots, railroads, etc, while the Axis attempts to prevent this & whittle away at the resistance. Brig/div level, 3mo/turn. J.Romero'11 / Articles on: The war in Yugoslavia 1941-4; myths & realities of carrier warfare in the Pacific 1941-2; Invasion of Malta 1942; the German raid on Poltava 1944 tha destroyed or damaged 68 B-17s in the USSR; de Gaulle's invasion of Miquelon, 1941; Canadian Army deficiencies in 1944-5. '11		94466	<a href="#">Decision Gms World at War</a>	\$22.50		New	n				4
<b>Rhineland War, 1936-37 #21</b> w/mag. 2 player game Covering the hypothetical events if the French & Brits intervned as Germany attempted to militarize the Rhineland in 1936, precipitating an early war thruout Europe, from Spain to the USSR, at a time when no nation was prepared for such a war. Modeled as a balance between territorial expansion to maximize the chance of gaining allies, and internal political collapse. Corp/army level, 62mi/hex, 1mo/turn. J.Miranda'11 / ARTICLES ON: the Rhineland War of 1936; Rhineland designer's notes; Fall of the Chinese Soviet, and the Long March; RAF Bomber Commands drift toward carpet bombing; Merrill's Marauders in the China-Burma-India theater, 1944; the Franco-Italian Front in May of 1940; Hawker Typhoon & Tempest aircraft; Vichy Gabon during WW2; Doenitz in April 1945; ghost fleet at Suisun Bay, Calif.		96025	<a href="#">Decision Gms World at War</a>	\$22.50		New	n				4
<b>Soft Underbelly, Southern Italy 1943 #15</b> w/mag. 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 / Aticles 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		94123	<a href="#">Decision Gms World at War</a>	\$22.50		New	n				4
<b>Solomons Campaign 2nd # 2</b> w/mag. Major update of the SPI game of this name, a low complexity, hi excitement game of air-land-sea combat for Guadalcanal, Aug 1942-Feb 1943. 100mi/hex, 2wks/turn operational, 12hrs/turn tactical. 280 counters, . J.Dunnigan, J.Miranda'08 / Articles on: Warfare in the South Pacific, 8/42-2/43; Bodenplatte 1945, Goering's raic on British airbases; Battle for Gdynia & the Polish Corridor 1939; Strasbourg 1945, First Act of the Cold War.		85915	<a href="#">Decision Gms World at War</a>	\$39.00		New	n	OoP			4
<b>South Seas Campaign 1942-3 #18</b> w/mag. Operational-strategic level game for control of the south seas & sthe shipping channels approach Australia. Includes the campaign for Port Moresby & Guadalcanal. 2-8wks/turn, rgt/div level, 90mi inch. Includes many special features including random events, reinf & withdrawals, invading Australia & the Tokyo Express w/ area move map & 231 counters. Uses the Red Dragon Rising system. J.Miranda'11 / ARTICLES ON: the South Seas Campaign 1942-3 w/ design notes; Battle of Changkufeng Hill, China, July-Aug 1938; Hell in a Cold, Sml Place, Btl of Hatten-Rittershoffen, 1945; Soviet Air Force in WW2; Myths of Singapore's guns; Germany's Titanic; German evacuation of the Baltic 1945; Nazi art theft in WW2; Charlie Bell's War.		95297	<a href="#">Decision Gms World at War</a>	\$25.00		New	n	OoP			4
<b>USAAF, US Strategic Bombing 1944 # 4</b> w/mag. Game of the US strategic bombing campaign over Germany in WW2. US player must shorten the war thru successful bombing actions to win. Germans can manage their production; US can target specific industries. Grp/wing, 1mo/turn, 54km/hex. Based loosely on SPI's Flying Fortress. C.Cummins, T.Bomba, J.Miranda'09 / Articles on: History of Strategic airpower; SAS commando missions in N.Afrika & Germany; the Thai-French War of 1941; Moselle River crossing, Nov 1944; intelligence failures prior to Munich Crisis of 1938; battle for Wake Island, 1941; final battle of the Polish campaign, 1939.		87895	<a href="#">Decision Gms World at War</a>	\$32.50		New	n	OoP			6
<b>What IF Germany Went East? #12</b> w/mag. Game of the what-if in which a less than fully militarized Germany continues eastward, attacking the USSR after conquering Poland in Sept 1939. Map covers central & northern USSR, Poland, Belgium, Holland & northern France & Germany. Corp/army level, 25mi/hex, half-month/turn. T.Bomba'10 / Articles on: Germany's eastward strategic choice in 1940; Rearming the French (Vichy & Free French); British Funny Tanks of WW2; Battle for the Mediterranean, Cape Matapan, March 1941; Yelna (Smolensk), first turning point in WW2 in the East. '10		92615	<a href="#">Decision Gms World at War</a>	\$22.50		New	n	OoP			4
<b>What IF, Invasion Pearl Harbor #14</b> w/mag. Game of the what-if had the Japanese made good their initial raid on Pearl Harbor with a focused invasion of Oahu in Dec'41. Co lvl with air & naval units; 1mi/hex, 4hrs/turn. A.McGrath, C.Smith'10 / Articles on: Invasion Pearl Harbor history & designer notes; Greek Civil War 1943-49; Bura 1939, Polish counteroffensive; Economic Strengths & Weaknesses of Japan in WWII; Spanish Blue Div in Russia 1941-4; Indian Army in WW2; Liberty Ships; Wiseman's Cove anchorage at Okinawa; Op Dovetail, Guadalcanal rehearsal.		93606	<a href="#">Decision Gms World at War</a>	\$22.50		New	n				4

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Specific Condition, Subject, Designer, Year	Only? Part# Publisher Name								
<b>Among Nations #9</b> w/mag. Simpler, colorful gm of horsetrading among 3-6 nations. Cards must be cut out prior to play. D.Verssen'95	22929 Game Publicatns GAME FIX	\$10.00		New	n	OoP		A	6
<b>Among Nations #9</b> w/mag. Simpler, colorful gm of horsetrading among 3-6 nations. Cards must be cut out prior to play. D.Verssen'95	86765 Game Publicatns GAME FIX	\$9.00		Mint	n	OoP		A	6
<b>Ancients: Thapsos &amp; Alexandria #1</b> w/mag. 2 stand-alone gms using popular Ancients system w/ historical maps & units. Thapsos is a land btl, Alexandria is a naval btl during siege. B.Banks'94	22898 Game Publicatns GAME FIX	\$15.00		New	n	OoP			3
<b>Ancients: Thapsos &amp; Alexandria #1</b> w/mag. 2 stand-alone gms using popular Ancients system w/ historical maps & units. Thapsos is a land btl, Alexandria is a naval btl during siege. B.Banks'94	86757 Game Publicatns GAME FIX	\$14.00		Mint	n	OoP			3
<b>Bombs Away! Air War Over Europe #4</b> w/mag. Sml card gm of air war over Germany late in WW2. Also includes new map for Ancients. M.Anderson'95	91068 Game Publicatns GAME FIX	\$10.00		Mint	n	OoP			6
<b>Bombs Away! Air War Over Europe #4</b> w/mag. Sml card gm of air war over Germany late in WW2. Also includes new map for Ancients. M.Anderson'95	32034 Game Publicatns GAME FIX	\$10.00		New	n	OoP			6
<b>Chicken of the Sea #3</b> w/mag. Sml game of naval combat between oar-powered galleys in the 1st Punic War. '94	22912 Game Publicatns GAME FIX	\$11.00		New	n	OoP			1
<b>Chicken of the Sea #3</b> w/mag. Sml game of naval combat between oar-powered galleys in the 1st Punic War. '94	92438 Game Publicatns GAME FIX	\$9.00		Mint	n	OoP			1
<b>Crisis 2000, Insurrection in the US #2</b> w/mag. Area-based, sml game of survivalist rebellion in the 21st century. J.Miranda'94	32030 Game Publicatns GAME FIX	\$10.00		New	n	OoP			8
<b>Crisis 2000, Insurrection in the US #2</b> w/mag. Area-based, sml game of survivalist rebellion in the 21st century. J.Miranda'94	91070 Game Publicatns GAME FIX	\$9.00		Mint	n	OoP			8
<b>Redline Korea #6</b> w/mag. Strat, div/corp lvl gm of future war in Korea w/ weekly turns & smaller map. J.Miranda'95	84906 Game Publicatns GAME FIX	\$20.00		Mint	n	OoP			6
<b>Winceby #5</b> w/mag. Sml simple gm of the Oct 1643 using Royalists & Roundheads system. R.Markham'95	86761 Game Publicatns GAME FIX	\$8.00		Excell	n	OoP			3
<b>Winceby #5</b> w/mag. Sml simple gm of the Oct 1643 using Royalists & Roundheads system. R.Markham'95	79105 Game Publicatns GAME FIX	\$14.00		Mint	n	OoP			3

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<b>C3i Magazine #25</b> w/mag. Includes Battle for Moscow 2nd, a complete & colorized update of this great beginners game of the German assault on Moscow, 1941; 124 counters (44 Btl Moscow; 1 Successors; 1 Caucausus; 2 Labrynth; 10 Normandy'44; 32 Ardennes'44; 19 Asia Engulfed; 1 Washington's War; 12 Clash Monarchs); Labyrnth optional rules insert & decision flow inserts; Flying Colors fleet scenarios insert; SPQR scenarios insert; Combat Command scenario insert; Commands & Colors Epic Ancients II inserts. ARTICLES ON: Labyrinth developer's notes & use in the classroom; Gamer profile of Jeremy Antley; SPQR scenarios Baëis River 236BC & Tader River 228BC; Flying Colors & Serpents of the Seas tour; Card Drive Games by Mark Herman; Japanese opening moves in New Guinea & the Solomons in Empire of the Sun; index to C3i mag artilces & inserts for Empire of the Sun; Charles Roberts memorial, the founding years & 1988 interview; Clash of Giants strategy; CC New Guinea designer's notes; Command & Colors Imperial Rome Adrianople 378AD scenario. '11	96005 GMT C3i Magazine	\$18.00		New	n			A	
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**Jagdpanther**

(541) 756-4711 10am-9pm PST

(866) 690-7879 10am-9pm PST

<b>Jacksonville, Beaches of Doom #15</b> w/mag. Last issue of Jagdpanther/Battlefield mag. Soviets invade US near Jacksonville, FL. Jagdpanther's final & perhaps best game. S Cole'76	85838 Jagdpanther	\$42.00		Mint	n	OoP			4
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**Minden Games/PanzerDigest**

(541) 756-4711 10am-9pm PST

(866) 690-7879 10am-9pm PST

<b>Breakout at St. Lo / Thunder Gods #5</b> w/mag. Includes 2 games: BREAKOUT AT ST. LO, a game of the Normandy bocage battles & the allied breakout in summer 1944. / Thunder Gods is a sml, simple game of kamakaze attacks against the destroyer picket line at Okinawa. G.Graber, P.Rohrbach'08	87810 Minden Games/PanzerDigest	\$18.00		New	zl				Z
<b>Courage Under Fire / NavTac 1914 # 4</b> w/mag. Includes 3 games: COURAGE UNDER FIRE is a 2 player game of the northern Vietnamese assault on An Loc during the NVA 1972 offensive. P.Rohrbaugh. / NAVTAC 1914 is a miniatures oriented game of ship-ship combat during WW1 using a variation of the Fletcher Pratt rules. Includes 110 ship counters. G.Graber. / GLADIATORS OF ROME is a solitaire game of man-man combat in the coliseum of ancient Rome. B.Flood. / Also includes a variant for Proud Monster w/ counters, and variants for Dreadnoughts & Battlecruisers, and Salvo!. '08	87808 Minden Games/PanzerDigest	\$18.00		New	zl				Z
<b>Day Infamy / 1775 / Monitor v Merrimac#6</b> Three games: DAY OF INFAMY is a tactical game of the Japanese attack on Pearl Harbor, 7 Dec 1941 for 1 or 2 players. P.Rohrbaugh / 1775, INVASION OF CANADA is a 2-player hex game of the ill-fated US incursion into Canada in hopes of spreading the rebellion north. G.Graber / MONITOR v MERRIMACK is a simpler game of tactical naval combat at Hampton Roads, March 1862 between 2 ironclads. '09	90534 Minden Games/PanzerDigest	\$20.00		New	n				Z
<b>Eindekker / Poor Bloody Infantry # 8</b> EINDEKKER covers the era of the Fokker scourge in 1915 on the Western Front as famous German aces challenge the Allies for control of the skies. Each game covers one week's time. 31 counters. / PBI is a game of tactical WWI infantry combat between single platoons at the Somme, 1 July 1916. 128 counters, 4 historical scenarios. / WW2 Dogfight is an intro game of WW2 tactical air combat rules suitable for miniatures (& beginners). 52pgs. '09	95646 Minden Games/PanzerDigest	\$20.00		New	n				Z
<b>Falaise Pocket/Adv Salvo!/Penal Btl # 1</b> Panzer Digest Magazine, premier issue. Includes 4 games: FALAISE POCKET is a traditional wargame of the situation in France, Aug'44, as the Germans try to escape the Falaise Pocket before the Allies trap them. / ADVANCED SALVO! 1939-41 is a simple, solitaire or 2 player dice game of ship-ship combat early in WW2 in Europe. / PENAL BATTALION is a cute little solitaire card game of landmine clearing. / LONGSTREET'S DISASTER is a solitaire game of Picket's Charge at Gettysburg, July 1863 at brig lvl. 'G.Graber'07	92130 Minden Games/PanzerDigest	\$20.00		Mint	zl	OoP			Z 1
<b>Fall of the Philippines / 'Nam '68 #9</b> Mag w/ 2 games: Fall of Philippines, a solitaire game of the Japanese conquest of the Philippines in WW2. 'Nam '68 is a 2 player game of the war in Vietnam in 1968. '10	95647 Minden Games/PanzerDigest	\$20.00		New	n				A
<b>Napoleon in Italy / Stalingrad #3</b> w/mag & 2 games: Napoleon in Italy is an area move game covering the 1796 campaign in Italy against the Italians. / Stalingrad, the Leather Factory is a solitaire game focused on the German assault on the southern end of Stalingrad in early Sept. G.Graber'08 / Also, scenarios for Raid on Schweinfurt, Salvo. '08	85174 Minden Games/PanzerDigest	\$17.00		New	n				Z 1

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl	Scale	Plyrs
<b>Swordfish @ Taranto / Field Honour # 2</b>		83122	<a href="#">Minden Games/PanzerDigest</a>	\$20.00			New	n				Z
Panzer Digest Magazine #2. Includes 3 games: SWORDFISH AT TARANTO is a low level tactical solitaire game of the British air strike on the Italian fleet in 1940. FIELD OF HONOR is a 2+ player game of medieval jousting. EVACUATION OF KONIGSBERG is a 1-2 player, operational level game of the siege of Konigsberg; the Germans sought to delay the Soviets long enough for civilians to flee. '07												

**Multi-Man ASL JOURNAL** (541) 756-4711 10am-9pm PST (866) 690-7879 10am-9pm PST

<b>ASL: Journal # 2 2nd [reprint]</b>		93157	<a href="#">Multi-Man ASL JOURNAL</a>	\$41.00			New	Fo				2
Includes a 22x32" Kakazu Ridge (Okinawa) map, 2 countersheets, rules for 24 historical scenarios (J13-35). Reprint of most of this issue of this magazine-style successor to the former ASL Annual, filled w/ ASL articles & scenarios, & 2 pgs of errata. '10												

**Multi-Man OPERATIONS MAG** (541) 756-4711 10am-9pm PST (866) 690-7879 10am-9pm PST

<b>Operations Magazine Special Issue #1</b>		90794	<a href="#">Multi-Man OPERATIONS MAG</a>	\$30.00			New	n				Z
Special issue containing 122 variant counters for Fallismajager (76) & other unidentified games (46); IWO JIMA, RAGE AGAINST THE MARINES complete game of the violent battle for Iwo Jima, Feb-Mar 1945 (2 maps, 88 5/8" counters), an operation level, area move game predicated on causing US casualties. T.Horie'08; SINGLING, a historical ASL scenario w/ map & 2 scenarios covering the Dec'44 battles between 11Pzr & US 4th Arm, including Chp Z rules. Articles on: Bastogne preview & analysis; Case Blue strategy; invading Europe thru The Neatherland in Mighty Endeavor; a simple Afrika scenario; Strike Them a Blow variant rules; Assault on Rotterdam scenario for Fallschirmjaeger; Soviet Leaders in Red Star Rising; Red Star Rising historical starting locations; Shifting Sands scenario & Torch scenario errata; Valor of the Guards analysis; ASL Making Waves scenario (S30) analysis; ASL scenarios S30, S31, SG1,SG2, HASL VotG18; German strategy in Monty's Gamble; Warriors of God leader biographies; interview with Dean Essig. '08												

<b>Operations Magazine Special Issue #2</b>		93580	<a href="#">Multi-Man OPERATIONS MAG</a>	\$25.00			New	n				Z
Special issue containing 2 games: a Panzerblitz Carentan game w/ 80 counters & a map; Bravery in the Sand, a btln/rgt level game of Operation Crusader, Nov-Dec 1941, as the Axis & Allies battle for Tobruk in N.Africa. 134 counters & map. Also includes a Fortress Holland 1940 variant for Monty's Gamble w/ 130 counters; and 8 ASL counters for Starter Kit 2. Articles on: Baltic Gap (1944) design; Scenario 4.4 (Op Mars) in GD'42; Evolution of Panzerblitz; Panzerblitz II errata; new ASL scenarios 33 & 34, replay of 33; 9th Panzer in the Netherlands 1940 & 1944; Most Dangerous Time review & replay; Campaign Scenario 5 for Devil's Cauldron. '09												

<b>Operations Magazine Special Issue #3</b>		94769	<a href="#">Multi-Man OPERATIONS MAG</a>	\$30.00			New	n				Z
Special issue containing 2 full games, scenarios & historical map for battles along the Matanikau River on Guadalcanal (Hell's Corner kit) + lots on ASL & other MMP games. STARVATION ISLAND is a sml, op level game of the naval war for Guadalcanal, 1942, w/ sml map & 125 counters. FURY IN THE EAST is a corp/army level game of the first 9 months of the war in the east, 1941-2. Previously published in Japan as G-Barbarossa. G.Suzukia. / Articles on: MMP's War Storm series; opening strategies for Afrika 2nd; scenario for Leros; combined arms tactics in Devil's Cauldron; ammo in Line of Battle's Gettysburg; scenario for Warriors of God; 2 Starter kit scenarios; Hell's Corner Guadalcanal rules & 5 scenarios + 2 east front scenarios; Warriors of God strategy & scenario; Las Barricadas! scenario; Iron Tide tourny scenario. '10												

<b>Special Ops Wargaming Journal # 1</b>		95921	<a href="#">Multi-Man OPERATIONS MAG</a>	\$18.00			New	n				Z
Includes RAPHA, a Std Combat Series game of this key ancients battle w/ 130 counters & small map; SAVAGE STREETS, a small area-move game of the battle for central Stalingrad w/ 96 counters & sml map; plus 4 ASL/ASLSK scenarios plus ARTICLES ON: Pursuing an automatic victory in Shifting Sands; using Fire in the Sky in the classroom; taking Singling in an ASL scenario; Gamers' SCS Gazala; adding ace Tiger tanker Michael Wittmann to OCS games; MMP at Origins '11; seaborne assault in Baltic Gap. Premier issue of a rethinking of Operations Mag.												

**One Small Step COMP EDGE** (541) 756-4711 10am-9pm PST (866) 690-7879 10am-9pm PST

<b>Cybernaut, Duel for Cyberspace #11</b>		86767	<a href="#">One Small Step COMP EDGE</a>	\$15.00			Mint	n	OoP			A
w/mag. StatQuo, a worldwide government ala NWO, is challenged by hackers--Cybernauts-- for control of the Net. Counters must be cut apart. J.Miranda'96												

<b>Der Kessel / Fire &amp; Steel #12</b>		22945	<a href="#">One Small Step COMP EDGE</a>	\$13.00			New	n	OoP			4 1
w/mag. Two games in an ever smaller mag. Kessel is a solitaire game of the German attempt to escape the trap of Stalingrad using an area-move, div-level system. Fire & Steel is a boardgame adaptation of Battlechrome card game of futuristic tac combat. Both games require mounting & cutting apart of counters. G.Grabner / ? '97												

<b>Der Kessel / Fire &amp; Steel #12</b>		83294	<a href="#">One Small Step COMP EDGE</a>	\$11.00			Mint	n	OoP			4 1
w/mag. Inventory tag remanent on mag cover; otherws mint. Two games in an ever smaller mag. Kessel is a solitaire game of the German attempt to escape the trap of Stalingrad using an area-move, div-level system. Fire & Steel is a boardgame adaptation of Battlechrome card game of futuristic tac combat. Both games require mounting & cutting apart of counters. G.Grabner / ? '97												

<b>Edson's Ridge, Guadalcanal Sept 1942 #10</b>		92184	<a href="#">One Small Step COMP EDGE</a>	\$25.00			Mint	n	OoP			2
w/mag. Margins of paper counters neatly trimmed in anticipation of being mounted. Simpler gm of Japanese first offensive on Guadalcanal, Spt 1942. Co lvl. Counters printed on heavy card stock & must be cut apart. Also includes map & scenario for Rebel Yell. M.Smith'96												

<b>Edson's Ridge, Guadalcanal Sept 1942 #10</b>		86766	<a href="#">One Small Step COMP EDGE</a>	\$26.00			Mint	n	OoP			2
w/mag. Simpler gm of Japanese first offensive on Guadalcanal, Spt 1942. Co lvl. Counters printed on heavy card stock & must be cut apart. Also includes map & scenario for Rebel Yell. M.Smith'96												

<b>Hatfields &amp; McCoys / Wrestling #13</b>		91078	<a href="#">One Small Step COMP EDGE</a>	\$15.00			Mint	n	OoP			1 M
w/mag; mag cover has slight moisture warping. W/extensive errata for Der Kessel. Two games: H&M is a humourous, tactical level game of the legendary hillbilly fued between 2 sides. More cute than serious. M.Anderson'98 / Main Event Wrestling is a rather elaborate card game for 2+ players poking fun at the whole wrestling thing. J.Langford, M.Anderson'98												

**Pacific Rim CntrAtk Mag** (541) 756-4711 10am-9pm PST (866) 690-7879 10am-9pm PST

<b>Drive on Frankfurt #1</b>		67581	<a href="#">Pacific Rim CntrAtk Mag</a>	\$15.00			Mint	n	OoP			4
w/mag. Good game of Soviet drive on Frankfurt via Fulda Gap. Btln/rgt lvl. J.Southard'87												

<b>Korea '95 #4 / Korea 2005 #4.1 Set</b>		82409	<a href="#">Pacific Rim CntrAtk Mag</a>	\$25.00			New	n				6
w/mag. Renewed hostilities in Korea, mid-90s. Good bloody game that well covers the nature of possible renewed hostilities in Korea. C.Kamps'92 / Update kit for Korea '95 published in Counterattack #4 in '93. Kit to update game system to the 2004 & future political environment. Adds 20 counters, OoB folio, and 6 scenarios including Rumsfeld's wet dream and NK's efforts to preempt this (having learned a lesson from Iraq). HC.Meyer III'04												

<b>Lee Invades the North #2</b>		90108	<a href="#">Pacific Rim CntrAtk Mag</a>	\$19.00			New	n	OoP			6
w/mag. 1863 Confederate offensive in the East, strat scale. R.Markham, M.Seaman'87												

**SDC Conflict Magazine** (541) 756-4711 10am-9pm PST (866) 690-7879 10am-9pm PST

<b>France 1940 BEF Variant #5</b>	GmOnly	67567	<a href="#">SDC Conflict Magazine</a>	\$20.00			Excell	n	OoP			4
Original counters & photocopy of rules from Conflict #5. Scenarios for the what-if the Brits had listened to Liddel Hart before or even during the war & beefed up British forces available for France '40 w/ a British army & air force MUCH larger.												

**SPI Ares Mag Games** (541) 756-4711 10am-9pm PST (866) 690-7879 10am-9pm PST

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl	Scale	Plrys
See page 33 for an explanation of the various codes & column data used in this catalog.												
<b>Arena of Death #4</b> w/ mag. Person-person combat w/might & magic for 2 or more using uses DragonQuest RPG system. DJ.Ritchie'82		14576	SPI Ares Mag Games	\$10.00			New	n	OoP			1
<b>Arena of Death #4</b> w/ mag. Rules separated. Person-person combat w/might & magic for 2 or more using uses DragonQuest RPG system. DJ.Ritchie'80		88674	SPI Ares Mag Games	\$9.00			Mint	n	OoP			1
<b>Barbarian Kings #3</b> W/mag. Rules separated. FUN little 2-5 player game with conventional & magical combat on land & sea in a fictional land. RECOMMENDED. G.Costikyann'80		88675	SPI Ares Mag Games	\$20.00			Mint	n	OoP			8 5
<b>Ragnorok #8</b> w/mag. Norse gods btl against a traitorous god, w/ magical & mythological elements. D.Esakof'81		24838	SPI Ares Mag Games	\$19.00			New	n	OoP			2
<b>Ragnorok #8</b> w/mag. Rules separated. Norse gods btl against a traitorous god, w/ magical & mythological elements. D.Esakof'81		88657	SPI Ares Mag Games	\$18.00			Mint	n	OoP			2
<b>Rescue from the Hive #7</b> w/mag. Fun 2-player game of space Marines attempt to recover hostages aboard an ant colony ship. Solitaire rules printed in a later issues of Moves. N.Karp'81		24831	SPI Ares Mag Games	\$20.00			New	n	OoP			1
<b>Star Trader #12</b> W/mag. 2-6 player gm of cut-throat competition between space trading merchants on multiple planets. Good game. Can be used as a subsystem of Univers or as a scenario generator. N Karp'82		88840	SPI Ares Mag Games	\$65.00			Mint	n	OoP			8 6
<b>Star Trader #12</b> W/mag. 2-6 player gm of cut-throat competition between space trading merchants on multiple planets. Good game. Can be used as a subsystem of Univers or as a scenario generator. N Karp'82		88851	SPI Ares Mag Games	\$50.00			Excell	n	OoP			8 6
<b>Universe: Delta Vee #9</b> w/mag. Tac space combat in 24th century using Universe system. J.Butterfield'81		88837	SPI Ares Mag Games	\$19.00			Mint	n	OoP			1
<b>Universe: Delta Vee #9</b> Gm only. Includes DV enhanced rules article. Tac space combat in 24th century using Universe system. J Butterfield '81	GmOnly	92193	SPI Ares Mag Games	\$13.00			Mint	n	OoP			1
<b>World Killer #1</b> Game only. Abstract game of planetary assault by alien beings in 3D space. Simonsen '80	GmOnly	72591	SPI Ares Mag Games	\$9.00			Mint	n	OoP			6
<b>SPI S&amp;T Magazine Games</b> (541) 756-4711 10am-9pm PST (866) 690-7879 10am-9pm PST												
<b>Armada, 1st #72</b> w/mag. Strat land & sea gm of attempted invasion of England, 1585-1604. S.Hart'79		17445	SPI S&T Magazine Games	\$28.00			Mint	n	OoP			4
<b>Armada, 1st #72</b> GmOnly. Horizontal tear extending 3" from both sides of spine. Otherws clean. Strategic level land & naval conflict thruout Europe, 1585-1604, between the Spanish Empire & English & Dutch forces. 1st ed decidedly underdeveloped; 2nd ed rules strongly suggested. S.Hart'79	GmOnly	67919	SPI S&T Magazine Games	\$17.00			Mint	n	OoP	Err		4
<b>Armada, 1st #72</b> GmOnly. Complete. Rules are a photocopy of cut & pasted rules that incorporate revised (errata) rules & annotations. Otherws EX. Strategic level land & naval conflict thruout Europe, 1585-1604, between the Spanish Empire & English & Dutch forces. 1st ed decidedly underdeveloped; 2nd ed rules strongly suggested. S.Hart'79	GmOnly	91869	SPI S&T Magazine Games	\$10.00		V.Good		n	OoP	Err		4
<b>Armageddon #34</b> w/mag. Tac combat in pre-Greek eras to 3000BC w/ many scenarios. S Patrick & J Young'72		91686	SPI S&T Magazine Games	\$49.00			Excell	n	OoP			2
<b>BAOR, Thin Red Line in the 1980s #88</b> w/mag. First 5 days of Warsaw Pact attack in British sector of Germany. 3rd in Central Front series. Mates w/Hof Gap & Central Front.		92494	SPI S&T Magazine Games	\$30.00			Excell	n	OoP			2
<b>BAOR, Thin Red Line in the 1980s #88</b> GmOnly. First 5 days of Warsaw Pact attack in British sector of Germany. 3rd in Central Front series. Mates w/Hof Gap & Central Front.	GmOnly	72291	SPI S&T Magazine Games	\$36.00			Mint	n	OoP			2
<b>Bastogne / Anzio Beachhead #20</b> Reprint mag w/ paper counters. Bastogne counters mint; Anzio counters mounted & cut apart & discolored thru adhesive bleed thru. Bastogne map had once been mounted, now separate but w/ extensive brown adhesive bleed thru. 2 of 8 map panels (the onese least used) colorized in blue, yellow & green. Anzio map heavily colorized w/ adhesive discoloration bleedthru. Rgt lvl gm of the Bulge w/emphasis on logistics & traffic control. JD'70		85044	SPI S&T Magazine Games	\$28.00		V.Good		n	OoP			4
<b>Berlin '85 #79</b> w/mag. 30% punched, complete. Some annotations in scenarios. Mag cover lightly but extensively stained; price tag on cover. Warsaw Pact attack on W. Berlin. Good game. JD'80		68256	SPI S&T Magazine Games	\$24.00		V.Good		n	OoP			2
<b>Blitzkrieg Module #19</b> w/ mag & inserts. Orig printing. Adds numerous rules (sea & air power, RR, weather, production) to bring AH's old classic into the '70s (& beyond). J Dunnigan & R Siminon, '69.		84216	SPI S&T Magazine Games	\$89.00			Mint	n	OoP			6
<b>Borodino #32</b> w/mag. Complete. Nato symbols of guard units colorized. Othews EX. Climactic battle of Napoleon's Russian campaign using Nap @ Waterloo system. J.Young'72		85650	SPI S&T Magazine Games	\$52.00			Excell	n	OoP			4
<b>Breitenfeld #55</b> w/mag. Rules separated w/ staple rust. 5th gm in 30yrs Qd. Gustov Adophus's Swedes meet the then-dominant Imperialists under Tilly, 1631. J Nelson'76		66937	SPI S&T Magazine Games	\$38.00			Mint	n	OoP			2
<b>Breitenfeld #55</b> w/mag. 5th gm in 30yrs Qd. Gustov Adophus's Swedes meet the then-dominant Imperialists under Tilly, 1631. J Nelson'76		72293	SPI S&T Magazine Games	\$28.00			Excell	n	OoP			2
<b>Breitenfeld #55</b> w/mag. Complete. Counters v.neatly clipped. 5th gm in 30yrs Qd. Gustov Adophus's Swedes meet the then-dominant Imperialists under Tilly, 1631. J Nelson'76		85645	SPI S&T Magazine Games	\$25.00		V.Good		n	OoP			2
<b>Breitenfeld #55</b> GmOnly. 5th gm in 30yrs Qd. Gustov Adophus's Swedes meet the then-dominant Imperialists under Tilly, 1631. J Nelson'76	GmOnly	89074	SPI S&T Magazine Games	\$32.00			Mint	n	OoP			2
<b>CA #38</b> w/mag & numerous addtl articles. Ship-ship combat in Solomans, 1942.		92489	SPI S&T Magazine Games	\$28.00			Excell	n	OoP	Err		2
<b>Cassino, Battle for... #71</b> w/mag. Rules separated. Co/pltn level, tactical game of Allied attack on this key link in the Gustav Line in central Italy, Mar'44. 6hr/turn, 50m/hex. J.Prados'78		72249	SPI S&T Magazine Games	\$17.00			Mint	n	OoP	Err		2
<b>Cassino, Battle for... #71</b> w/mag. Co/pltn level, tactical game of Allied attack on this key link in the Gustav Line in central Italy, Mar'44. 6hr/turn, 50m/hex. J.Prados'78		92876	SPI S&T Magazine Games	\$14.00			Excell	n	OoP			2
<b>Cedar Mountain #86</b> w/mag. Some cover scuffing on some issues. GBACW v.4. Union troops under Banks surprise superior force under Stonewall, Aug '62. '81		57010	SPI S&T Magazine Games	\$10.00			New	n	OoP			2

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Game Title (& Edition or Issue #) Specific Condition, Subject, Designer, Year	Game			Cash-Basis Price EA	Ship Surcharge Flag	General Conditn	Box Type	Out-of Print?	Errata Incl	Game #-of Scale	Plyrs
	Only?	Part#	Publisher Name								
<b>China War #76</b> w/mag. Rules separated. 3 scenario game of major wars in Asia: USSR attacks China, China attacks Vietnam or Taiwan. Army/corp level. B.Hessel'79		68160	SPI S&T Magazine Games	\$25.00		Mint	n	OoP			6
<b>China War #76</b> GmOnly. 3 scenario game of major wars in Asia: USSR attacks China, China attacks Vietnam or Taiwan. Army/corp level. B Hessel '79	GmOnly	89092	SPI S&T Magazine Games	\$18.00		Mint	n	OoP			6
<b>Cobra #65</b> w/mag. Covers the attempts to breakout of the Bocage, mid-July-Aug 44. B Hessel '79		92842	SPI S&T Magazine Games	\$25.00		Excell	n	OoP	Err		4
<b>Cobra #65</b> Gm only. Missing 1 unit; ID included. Rules underlined in ink. Covers the attempts to breakout of the Bocage, mid-July-Aug 44. B.Hessel'76	GmOnly	84983	SPI S&T Magazine Games	\$13.00		V.Good	n	OoP			4
<b>Cobra #65</b> Gm only. Complete. Covers the attempts to breakout of the Bocage, mid-July-Aug 44. B.Hessel'76	GmOnly	91876	SPI S&T Magazine Games	\$16.00		Excell	n	OoP	Err		4
<b>Cobra #65</b> Gm only. Covers the attempts to breakout of the Bocage, mid-July-Aug 44. B.Hessel'76	GmOnly	89077	SPI S&T Magazine Games	\$25.00		Mint	n	OoP			4
<b>Combined Arms #46</b> w/mag. 2 mag center pgs have metal discoloration near spine. Attempt to show combined arms tactics in several scenarios, WW2 to present. JD'74		92835	SPI S&T Magazine Games	\$35.00		Mint	FT	OoP			2
<b>Combined Arms #46</b> w/mag. 10 number chits (0-9) removed, otherws complete. Attempt to show combined arms tactics in several scenarios, WW2 to present. JD'74		86074	SPI S&T Magazine Games	\$24.00		Excell	FT	OoP			2
<b>Conquistador #58</b> w/mag. Great if v.long game for 2-5 of colonization, exploitation & combat while colonizing (conquering) the New World & each other. R.Berg'76		92854	SPI S&T Magazine Games	\$29.00		Excell	n	OoP			6 5
<b>Crusades #70</b> w/mag. 2gms: 2player gm of 3rd Crusade (1191-2), & 2-6player wild game of 1st Crusade w/ competing goals. R Berg '78		85835	SPI S&T Magazine Games	\$48.00		Mint	n	OoP			6 6
<b>Crusades #70</b> GmOnly. Rules are a photocopy. 2gms: 2player gm of 3rd Crusade (1191-2), & 2-6player wild game of 1st Crusade w/ competing goals. R Berg '78	GmOnly	55720	SPI S&T Magazine Games	\$30.00		Mint	n	OoP			6 6
<b>Desert Fox #87</b> GmOnly. Acclaimed Btlm lvl gm of N Africa, '41-42. Mates w/ Trail of Fox. R Berg, '81.	GmOnly	91609	SPI S&T Magazine Games	\$29.00		Mint	n	OoP			4
<b>Destruction of Army Group Center #36</b> w/mag. Div lvl 4 scenario game of Soviet Summer'44 offensive that destroyed an army group. JD'73		92480	SPI S&T Magazine Games	\$52.00		Excell	n	OoP	Err		4
<b>Destruction of Army Group Center #36</b> GmOnly. Div lvl 4 scenario game of Soviet Summer'44 offensive that destroyed an army group. JD'73	GmOnly	94172	SPI S&T Magazine Games	\$40.00		Excell	n	OoP			4
<b>Dixie #54</b> w/mag. Hypothetical 2nd American Civil War set in 30s. R Siminon		85105	SPI S&T Magazine Games	\$20.00		Mint	n	OoP			6
<b>Dixie #54</b> GmOnly. Some discoloration on rules cover. Hypothetical 2nd American Civil War set in 30s. R Siminon	GmOnly	89080	SPI S&T Magazine Games	\$15.00		Mint	n	OoP			6
<b>East is Red #42</b> w/mag. Complete. Sml, div/corp lvl gm of Soviet hasty or prepared attack on industrial heartland of China in 70s (w/ tac nukes). JD'74		91879	SPI S&T Magazine Games	\$25.00		Excell	n	OoP	Err		4
<b>East is Red #42</b> w/mag. Sml, div/corp lvl gm of Soviet hasty or prepared attack on industrial heartland of China in 70s (w/ tac nukes). JD'74		92487	SPI S&T Magazine Games	\$35.00		Mint	n	OoP			4
<b>East is Red #42</b> GmOnly. Missing 2 counters, exact ID unknown but all essential units present. Sml, div/corp lvl gm of Soviet hasty or prepared attack on industrial heartland of China in 70s (w/ tac nukes). JD'74	GmOnly	51974	SPI S&T Magazine Games	\$14.00		V.Good	n	OoP			4
<b>Fifth Corps #82</b> w/mag. Central Front series v1. Soviet attack thru Fulda Gap to Frankfurt at btlm lvl. Each action consumes energy, the key dynamic. J.Dunnigan'80		91730	SPI S&T Magazine Games	\$32.00		V.Good	n	OoP			2
<b>Fighting Sail #85</b> w/mag. 9 scenario game of small scale naval battles from the Am Rev & Napoleonic era. Good simulation of ship-ship combat in the age of sail, but not nearly as much fun as Wooden Ships & Iron Men. J.Balkoski'81		92492	SPI S&T Magazine Games	\$18.00		Excell	n	OoP			1
<b>Fighting Sail #85</b> w/mag. 9 scenario game of small scale naval battles from the Am Rev & Napoleonic era. Good simulation of ship-ship combat in the age of sail, but not nearly as much fun as Wooden Ships & Iron Men. J.Balkoski'81		85153	SPI S&T Magazine Games	\$25.00		Mint	n	OoP			1
<b>Fighting Sail #85</b> GmOnly. Rules are photocopied. Otherws complete & mint. 9 scenario game of small scale naval battles from the Am Rev & Napoleonic era. Good simulation of ship-ship combat in the age of sail, but not nearly as much fun as Wooden Ships & Iron Men. J.Balkoski'81	GmOnly	91888	SPI S&T Magazine Games	\$15.00		Mint	n	OoP			1
<b>Frederick the Great #49</b> w/mag. 4 scenarios covering 7 Years War. F.Davis, E.Curran'75		72234	SPI S&T Magazine Games	\$39.00		Excell	n	OoP			6
<b>Frederick the Great #49</b> w/mag. Complete. Some lite moisture spots on mag cover. 4 scenarios covering 7 Years War. F.Davis, E.Curran'75		85641	SPI S&T Magazine Games	\$35.00		Excell	n	OoP			6
<b>Frederick the Great #49</b> GmOnly. 4 scenarios covering 7 Years War. F.Davis, E.Curran'75	GmOnly	79656	SPI S&T Magazine Games	\$45.00		Mint	n	OoP			6
<b>Germany, Battle for... #50</b> w/mag. Complete. A few attack factors partially cut off on counters due to off center die cuttioon; no info lost. Counters clipped. Unique gm of the last year of the 3rd Reich One player takes Soviets & western Germans, the other the western Allies & eastern Germans. Great, v.simple game, good for beginners or experts alike. JD'74		85642	SPI S&T Magazine Games	\$38.00		Excell	n	OoP			6
<b>Kaiser's Battle #83</b> w/mag. Good game of German Mar 1918 offensive. J.Balkoski'80		86078	SPI S&T Magazine Games	\$10.00		Excell	n	OoP			4
<b>Kaiser's Battle #83</b> w/mag. Good game of German Mar 1918 offensive. J.Balkoski'80		24071	SPI S&T Magazine Games	\$18.00		New	n	OoP			4
<b>Kampfpfanzter, Armored Combat 1937-40 #41</b> w/mag. Rules cover sun yellowed. SiMove armored combat, 1937-40 in 8 scenarios covering SpanCiv War, Khalkin-Gol, Russo-Finnish war, & early WW2. JD'73		92474	SPI S&T Magazine Games	\$32.00		Mint	n	OoP			2
<b>Kampfpfanzter, Armored Combat 1937-40 #41</b> GmOnly. SiMove armored combat, 1937-40 in 8 scenarios covering SpanCiv War, Khalkin-Gol, Russo-Finnish war, & early WW2. JD'73	GmOnly	94008	SPI S&T Magazine Games	\$25.00		Mint	n	OoP			2
<b>Kharkov #68</b> w/mag. Soviet May '42 offensive using PzrGrp Guderian system at rgt/div lvl. S.Patrick'78		92838	SPI S&T Magazine Games	\$30.00		Excell	n	OoP			4

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Game Title (& Edition or Issue #) Specific Condition, Subject, Designer, Year	Game			Cash-Basis Price EA	Ship Surcharge Flag	General Conditn	Box Type	Out-of Print?	Errata Incl	Game #-of Scale	Plys
	Only?	Part#	Publisher Name								
<b>Kharkov #68</b> GmOnly. Soviet May '42 offensive using PzrGrp Guderian system at rgt/div lvl. S.Patrick'78	GmOnly	89093	SPI S&T Magazine Games	\$35.00		Mint	n	OoP			4
<b>Lost Battles #28</b> w/mag. Some stains on rules. Characterizes the war in the east at rgt/btln level using 4 scenarios. Emphasizes logistics of movement. JDunnigan'71		92476	SPI S&T Magazine Games	\$58.00		Excell	n	OoP	Err		2
<b>Lost Battles #28</b> GmOnly. Some dirt smudges on rules cover; otherws EX. Characterizes the war in the east at rgt/btln level using 4 scenarios. Emphasizes logistics of movement. JDunnigan'71	GmOnly	94174	SPI S&T Magazine Games	\$45.00		V.Good	n	OoP			2
<b>Napoleon's Art of War #75</b> w/mag. 2 games using the Nap at War Quad game system: Eylau & Dresden.		92870	SPI S&T Magazine Games	\$35.00		Excell	n	OoP			3
<b>Napoleon's Art of War #75</b> GmOnly. Counters properly printed. Maps cut to separate two boards. 2 games: Eylau & Dresden. Eylau was a decisive defeat of the Russians in Feb 1807. Dresden, one of Nap's last victory's in Aug.1813. B.Jervis/Omar DeWit'79	GmOnly	91883	SPI S&T Magazine Games	\$28.00		Excell	n	OoP	Err		3
<b>Napoleon's Art of War #75: Dresden</b> GmOnly. Dresden game only. Map prof laminated. Rules annotated w/ errata. Otherws EX. Game using the Nap at War Quad game system.	GmOnly	92871	SPI S&T Magazine Games	\$18.00		V.Good	n	OoP			2
<b>Ney v. Wellington #74</b> w/mag. Complete. Mag well read. Initial French encounter w/ English @ Quartre Bras. J.Balkoski '79		91860	SPI S&T Magazine Games	\$32.00		Excell	n	OoP			2
<b>Ney v. Wellington #74</b> w/mag. Initial French encounter w/ English @ Quartre Bras. J.Balkoski '79		85845	SPI S&T Magazine Games	\$42.00		Mint	n	OoP			2
<b>Ney v. Wellington #74</b> GmOnly. Missing 1 counter of unknown ID. Rules underline in ink. Map terrain key annotated w/ move costs. Initial French encounter w/ English @ Quartre Bras. J.Balkoski '79	GmOnly	84986	SPI S&T Magazine Games	\$20.00		V.Good	n	OoP			2
<b>Oil War #52</b> w/mag. Missing 1 die-repl chit & 4 blanks, otherws complete. Rules hilited in yellow. Hypothetical combat in Persian Gulf in late 70s. Simpler game good for beginners. J.Dunnigan'75		86121	SPI S&T Magazine Games	\$20.00		V.Good	n	OoP			4
<b>Oil War #52</b> GmOnly. Hypothetical combat in Persian Gulf in late 70s. Simpler game good for beginners. J.Dunnigan'75	GmOnly	51977	SPI S&T Magazine Games	\$19.00		Excell	n	OoP			4
<b>Oil War #52</b> GmOnly. Missing 4 blanks & 6 #chits not used in play; otherws complete. Hypothetical combat in Persian Gulf in late 70s. Simpler game good for beginners. J.Dunnigan'75	GmOnly	68265	SPI S&T Magazine Games	\$17.00		Excell	n	OoP			4
<b>Oil War #52</b> GmOnly. Hypothetical combat in Persian Gulf in late 70s. Simpler game good for beginners. J.Dunnigan'75	GmOnly	89081	SPI S&T Magazine Games	\$25.00		Mint	n	OoP			4
<b>Operation Grenade #84</b> w/mag. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81		92567	SPI S&T Magazine Games	\$15.00		Excell	n	OoP			4
<b>Operation Grenade #84</b> w/mag; cover lightly scuffed. Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81		14615	SPI S&T Magazine Games	\$20.00		New	n	OoP			4
<b>Operation Grenade #84</b> GmOnly. Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81	GmOnly	89087	SPI S&T Magazine Games	\$15.00		Mint	n	OoP			4
<b>Panzer Armee Afrika #40</b> w/mag. Rules hilited. Allied OoB & unit NATO symbols color coded; turn of appearance written on blank backsides. Some colorization of ridgelines on map. W/Fall of Rome errata. Fluid Btl-Rgt lvl game of NA in monthly turns. JD'73		86081	SPI S&T Magazine Games	\$24.00		V.Good	n	OoP			4
<b>Panzer Armee Afrika #40</b> w/mag. W/Fall of Rome errata. Fluid Btl-Rgt lvl game of NA in monthly turns. JD'73		92484	SPI S&T Magazine Games	\$29.00		Excell	n	OoP	Err		4
<b>Panzer Armee Afrika #40</b> GmOnly. 1 sml stain on map. Fluid Btl-Rgt lvl game of NA in monthly turns. JD'73	GmOnly	94173	SPI S&T Magazine Games	\$16.00		Excell	n	OoP			4
<b>Panzer Battles #73</b> w/mag. Sml corner of rules cover torn & repaired. Tac armor combat at Aracourt,44; Gazala,42; Berlin,45. T.Walczyk'79		92873	SPI S&T Magazine Games	\$15.00		Excell	n	OoP			2
<b>Panzer Battles #73</b> w/mag. Indentations on cover of mag from being used as a writing surface. Tac armor combat at Aracourt,44; Gazala,42; Berlin,45. T.Walczyk'79		85844	SPI S&T Magazine Games	\$22.00		Mint	n	OoP			2
<b>Panzergruppe Guderian #57</b> w/mag. The German drive on Moscow, '41, using a now classic rgt/div level system involving uncertain unit values for the Soviets. JD'76		92856	SPI S&T Magazine Games	\$50.00		Excell	n	OoP			4
<b>Panzergruppe Guderian #57</b> GmOnly. Complete. Rules underlined in ink, seam tear repaired, various soiling thru use. Some spots on map. The German drive on Moscow, '41, using a now classic rgt/div level system involving uncertain unit values for the Soviets. JD'76	GmOnly	84982	SPI S&T Magazine Games	\$25.00		V.Good	n	OoP			4
<b>Panzergruppe Guderian #57</b> GmOnly. Slight soiling to rules edges. The German drive on Moscow, '41, using a now classic rgt/div level system involving uncertain unit values for the Soviets. JD'76	GmOnly	64664	SPI S&T Magazine Games	\$30.00		Excell	n	OoP			4
<b>Paratroop #77</b> w/mag. Rules litely stained & mildly wrinkled. Complete, otherws EX. 3 games: Eben Emeal, Crete, Red Devil.		91866	SPI S&T Magazine Games	\$20.00		V.Good	n	OoP			2
<b>Paratroop #77</b> w/mag. Cover mildly spotted. 3 games: Eben Emeal, Crete, Red Devil.		86136	SPI S&T Magazine Games	\$25.00		Excell	n	OoP			2
<b>Patton's 3rd Army #78</b> w/mag. Rules separated. Patton's Nov'44 campaign in the Lorraine area around Metz, just prior to the Bulge. Rgt/btln level, using the Victory in the West system. Allies must attack quickly but carefully to keep the Germans off balance. J.Balkoski'80		67882	SPI S&T Magazine Games	\$30.00		Mint	n	OoP			4
<b>Patton's 3rd Army #78</b> w/mag. Patton's Nov'44 campaign in the Lorraine area around Metz, just prior to the Bulge. Rgt/btln level, using the Victory in the West system. Allies must attack quickly but carefully to keep the Germans off balance. J.Balkoski'80		92868	SPI S&T Magazine Games	\$24.00		Excell	n	OoP			4
<b>Patton's 3rd Army #78</b> GmOnly. Patton's Nov'44 campaign in the Lorraine area around Metz, just prior to the Bulge. Rgt/btln level, using the Victory in the West system. Allies must attack quickly but carefully to keep the Germans off balance. J.Balkoski'80	GmOnly	89078	SPI S&T Magazine Games	\$19.00		Mint	n	OoP			4
<b>Plot to Assassinate Hitler #59</b> w/mag. Rules separated. Attempt to simulate 1944 coup attempt using std movement/combat systems. J.Dunnigan'76		72238	SPI S&T Magazine Games	\$30.00		Mint	n	OoP			A

Game Title (& Edition or Issue #)	Game	Cash-Basis	General	Box	Out-of	Errata	Game #-of
Specific Condition, Subject, Designer, Year	Only? Part# Publisher Name	Price EA	Conditn	Type	Print?	Incl	Scale Plyrs
<b>Plot to Assassinate Hitler #59</b> w/mag. Sml amt of errata annotated into rules. Attempt to simulate 1944 coup attempt using std movement/combat systems. J.Dunnigan'76	92853 SPI S&T Magazine Games	\$18.00	Excell	n	OoP		A
<b>Plot to Assassinate Hitler #59</b> GmOnly. Rules cover litely spotted. Attempt to simulate 1944 coup attempt using std movement/combat systems. J.Dunnigan'76	GmOnly 66829 SPI S&T Magazine Games	\$15.00	Mint	n	OoP		A
<b>Plot to Assassinate Hitler #59</b> GmOnly. Attempt to simulate 1944 coup attempt using std movement/combat systems. J.Dunnigan'76	GmOnly 89075 SPI S&T Magazine Games	\$25.00	Mint	n	OoP		A
<b>Punic Wars, Rome v Carthage #53</b> w/ mag. Complete. Counters neatly clipped & blank backside colorized. Rules underlined in ink. Strategic level game of land & naval combat thruout Europe & N.Africa during each of the 3 Punic Wars. Uses simple point units, with basic resource collection & production. I.Hardy'75	85644 SPI S&T Magazine Games	\$27.50	V.Good	n	OoP		6
<b>Punic Wars, Rome v Carthage #53</b> w/ mag. Strategic level game of land & naval combat thruout Europe & N.Africa during each of the 3 Punic Wars. Uses simple point units, with basic resource collection & production. I.Hardy'75	92826 SPI S&T Magazine Games	\$30.00	Excell	n	OoP		6
<b>Punic Wars, Rome v Carthage #53</b> w/ mag. 2 sml marrs on mag cover. Missing 1 counter of unknown type but likely a blank. Otherws EX & clean. Strategic level game of land & naval combat thruout Europe & N.Africa during each of the 3 Punic Wars. Uses simple point units, with basic resource collection & production. I.Hardy'75	68047 SPI S&T Magazine Games	\$24.00	V.Good	n	OoP		6
<b>Punic Wars, Rome v Carthage #53</b> GmOnly. Strategic level game of land & naval combat thruout Europe & N.Africa during each of the 3 Punic Wars. Uses simple point units, with basic resource collection & production. I.Hardy'75	GmOnly 89073 SPI S&T Magazine Games	\$32.00	Mint	n	OoP		6
<b>Raid #64</b> w/mag. Tac commando operations from WW2 on w/ multi scenarios. M Herman '77	55306 SPI S&T Magazine Games	\$15.00	Mint	n	OoP		1
<b>Renaissance of Infantry #22</b> w/mag; mag is a reprint. Map mounted on cardstock, must ship as LBoxed item; colorized w/ extensive brown bleed thru of adhesive. Counters, Ren charts/TRC mounted using now aged adhesive; considerable bleed thru on chart & counters tho no info obscured. Includes Tac 14/Panzerblitz. Counters mounted neatly; some marred by glue stains; many Tac3 counters glue marred. Charts cut from map. Several stains on Ren rules. Tactical combat 1250-1550 w/ multiple scenarios. Still a classic. A.Nofi'70	85672 SPI S&T Magazine Games	\$35.00	Good	n	OoP		2
<b>Revolt in the East #56</b> w/mag. Some finger prints on mag cover. Corp/army lvl game w/ 3 scenarios. J.Dunnigan, '76.	57229 SPI S&T Magazine Games	\$22.00	Excell	n	OoP		6
<b>Revolt in the East #56</b> w/mag. Rules separated. Sml marr on cover. 1" tear on 1pg. Corp/army lvl game w/ 3 scenarios. J.Dunnigan, '76.	67666 SPI S&T Magazine Games	\$29.00	Mint	n	OoP		6
<b>Revolt in the East #56</b> w/mag. Complete. Counters neatly clipped. Some minor stains on rules. Some fingerprint marrs on cover. Corp/army lvl game w/ 3 scenarios. J.Dunnigan, '76.	85646 SPI S&T Magazine Games	\$19.00	Excell	n	OoP		6
<b>Revolt in the East #56</b> w/mag. Missing game turn marker only, otherws complete. Mag game rating chart marked, ph# written on another page. Corp/army lvl game w/ 3 scenarios. J.Dunnigan, '76.	91886 SPI S&T Magazine Games	\$17.00	V.Good	n	OoP		6
<b>Revolt in the East #56</b> GmOnly. Corp/army lvl game w/ 3 scenarios. J.Dunnigan, '76.	GmOnly 89079 SPI S&T Magazine Games	\$18.00	Mint	n	OoP		6
<b>Revolt in the East #56</b> GmOnly. Missing 1 unit; ID included. Normal soiling of map & counters thru use; rules underlined neatly in black; Inethy crosswise tear across rules repaired; spotted & stained. Corp/army lvl game w/ 3 scenarios. J.Dunnigan, '76.	GmOnly 81394 SPI S&T Magazine Games	\$12.00	Good	n	OoP		6
<b>Road to Richmond #60</b> w/mag. Confed army intercepts relocating Union army as it moves to James Bay, July '62. Blue & Gray system. J Angiolo	92851 SPI S&T Magazine Games	\$17.00	Excell	n	OoP		4
<b>Scrimmage #37</b> w/mag. Rear cover moisture warped. Workable, but never popular, gm of football on a hex grid. JD'73	67667 SPI S&T Magazine Games	\$29.00	Mint	n	OoP		1
<b>Scrimmage #37</b> w/mag. Complete. Rules hilited in yellow; otherws EX. Workable, but never popular, gm of football on a hex grid. JD'73	86135 SPI S&T Magazine Games	\$23.00	V.Good	n	OoP		1
<b>Scrimmage #37</b> w/mag. Rules worn thru use, w/ some seam wear (repaired), inked errata annotations, mild wrinkling. Workable, but never popular, gm of football on a hex grid. JD'73	91675 SPI S&T Magazine Games	\$24.00	Excell	n	OoP	Err	1
<b>Scrimmage #37</b> Game only. Game of American football using a wargame model with a hex grid map. Never popular at the time, but still a decent game.	GmOnly 89072 SPI S&T Magazine Games	\$19.00	Mint	n	OoP		1
<b>Sicily, Race for Messina #89</b> w/mag. 2nd half-sized countersheet replaced by color copy, front back. Last SPI issue. Battle for Sicily '43 using Vic in West system.	24096 SPI S&T Magazine Games	\$20.00	New	n	OoP		4
<b>Sicily, Race for Messina #89</b> w/mag. Missing 2 units, ID included, otherws EX. 2nd counter sheet is normal. Last SPI issue. Battle for Sicily '43 using Vic in West system.	91865 SPI S&T Magazine Games	\$13.00	V.Good	n	OoP		4
<b>Sicily, Race for Messina #89</b> w/mag & addtl scenario. 1 mark on cover of series rules cover. Last SPI issue. Battle for Sicily '43 using Vic in West system.	92564 SPI S&T Magazine Games	\$18.00	Excell	n	OoP		4
<b>Siege of Constantinople #66</b> w/mag. Op lvl gm of the Ottoman assault on heavily fortified Constantinople. R.Berg'78	85846 SPI S&T Magazine Games	\$49.00	Mint	n	OoP		4
<b>Siege of Constantinople #66</b> w/mag. Includes naval rules photocopy. Op lvl gm of the Ottoman assault on heavily fortified Constantinople. R.Berg'78	92840 SPI S&T Magazine Games	\$45.00	Excell	n	OoP		4
<b>Siege of Constantinople #66</b> GmOnly. Complete. Map annotated w/ #s in pencil along coastline. Rules underlined in ink. Op lvl gm of the Ottoman assault on heavily fortified Constantinople. R.Berg'78	GmOnly 84984 SPI S&T Magazine Games	\$35.00	V.Good	n	OoP	Err	4
<b>Sixth Fleet #48</b> w/mag. Simpler game of air & naval combat in Mediterranean at the start of WW3, '70s. J.Dunnigan'75	72295 SPI S&T Magazine Games	\$19.00	Excell	n	OoP		2
<b>Sixth Fleet #48</b> GmOnly. Complete. Simpler game of naval combat in Med, '70s. J.Dunnigan'75	GmOnly 80233 SPI S&T Magazine Games	\$14.00	Excell	n	OoP		2
<b>South Africa, Vestige of Colonialism #62</b> w/ mag. Guerilla & conventional revolt in S.Afrika thru the '70s. I.Hardy'77	44069 SPI S&T Magazine Games	\$25.00	Mint	n	OoP		6

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-
Specific Condition, Subject, Designer, Year	Only? Part# Publisher Name	Price EA	Flag	Conditn	Type	Print?	Incl	Scale Plyrs
<b>South Africa, Vestige of Colonialism #62</b> w/mag. Complete. Finger print maars on mag cover. Rules highlighted. Btm of rules mildly water warped. Guerilla & conventional revolt in S.Afrika thru the '70s. Possible mass uprising against the apartheid regime in S.Africa in the late '70s, and how the regime might have responded. Focuses on the conventional and guerilla conflict, much less so to the political elements involved. 200 counters. I.Hardy'77	86127 SPI S&T Magazine Games	\$18.00		V.Good	n	OoP		6
<b>Stonewall in the Shenandoah #67</b> w/mag. Battle of Kernstown, March 1862. Small battle (100cntrs) using TSS/GBACW system. M.Herman'78	86077 SPI S&T Magazine Games	\$20.00		Excell	n	OoP		4
<b>Tank! #44</b> W/mag. Base Tank! game focusing on the basics of combat between individual AFVs & tanks and infantry fire teams. Includes specs for a good crosssection of WW2 AFVs. J.Dunnigan'74	51243 SPI S&T Magazine Games	\$19.00		Excell	n	OoP		1
<b>Tannenberg ['78] #69</b> w/mag. Div/corp lvl game of opening campaign in E.Prussia & Poland, Aug-Sept 1914 using Great War in East system. D.Isby'78	92880 SPI S&T Magazine Games	\$19.00		Excell	n	OoP	Err	4
<b>Tannenberg ['78] #69</b> w/mag. Div/corp lvl game of opening campaign in E.Prussia & Poland, Aug-Sept 1914 using Great War in East system. D.Isby'78	85834 SPI S&T Magazine Games	\$25.00		Mint	n	OoP		4
<b>Tito #81</b> w/mag. Some page discoloration to a couple of mag pages. Last column of counters mildly sun discolored w/ very slight mildew evidence (no spots). Guerilla war in Yugo thruout war using area move. Never a popular game, but an innovative & accurate system nonetheless. D.Rustin'80	64449 SPI S&T Magazine Games	\$13.00		Mint	n	OoP		6
<b>Tito #81</b> w/mag. Guerilla war in Yugo thruout war using area move. Never a popular game, but an innovative & accurate system nonetheless. D.Rustin'80	92865 SPI S&T Magazine Games	\$9.00		Excell	n	OoP		6
<b>Tito #81</b> GmOnly. Several lite spots in rules. Guerilla war in Yugo thruout war using area move. Never a popular game, an innovative & accurate system nonetheless. D.Rustin'80	GmOnly 91166 SPI S&T Magazine Games	\$10.00		Mint	n	OoP		6
<b>USN, War in the Pacific 1941-3 #29</b> GmOnly. Rules wrinkled thru use but NOT very worn or soiled. Otherws EX. Still one of the best Pacific games. Strat lvl 12/41-6/43. HIGHLY RECOMMENDED. JD, J.Young, R.Champen'71	GmOnly 94170 SPI S&T Magazine Games	\$35.00		V.Good	n	OoP		6
<b>Vera Cruz #63</b> w/mag. Complete. Rules underlined in red ink & soiled. US invasion of Mexico @ Vera Cruz & drive on Mex City that ended Mex-Am war, 1847. R.Berg'77	85652 SPI S&T Magazine Games	\$20.00		V.Good	n	OoP		4
<b>Vera Cruz #63</b> w/mag. Mag mildly soiled & wrinkled thru use. US invasion of Mexico @ Vera Cruz & drive on Mex City that ended Mex-Am war, 1847. R.Berg'77	67897 SPI S&T Magazine Games	\$28.00		Mint	n	OoP		4
<b>Vera Cruz #63</b> w/mag. US invasion of Mexico @ Vera Cruz & drive on Mex City that ended Mex-Am war, 1847. R.Berg'77	92845 SPI S&T Magazine Games	\$25.00		Excell	n	OoP		4
<b>Wilson's Creek #80</b> w/mag. Complete. Back sides of counters printed v.slightly askew. V3 of GBACW series. Aug 1861 btl that kept Missouri in the Union. R.Wright'80	79642 SPI S&T Magazine Games	\$25.00		Excell	n	OoP		3
<b>Wolf Pack #47</b> w/mag. Includes 2 player rules article. Well regarded, RECOMMENDED solitaire game of U-Boat campaign in N. Atlantic. JD'74	92833 SPI S&T Magazine Games	\$55.00		Excell	n	OoP		2 1
<b>Year of the Rat, Vietnam 1972 #35</b> w/mag. Mag pages slightly yellowed thru age, otherws cherry. Brig/div level game of communist '72 offensive that nearly routed ARVN forces. Good, tense game. Design by J.Prados, '72. RECOMMENDED. J.Prados'72	95278 SPI S&T Magazine Games	\$55.00		Mint	n	OoP		4
<b>Year of the Rat, Vietnam 1972 #35</b> w/mag. Missing 2 counters (believed to be a dummy supply & std ARVN unit, both used only in max OoB scenario). Few penciled marks in rules. Brig/div level game of communist '72 offensive that nearly routed ARVN forces. Good, tense game. Design by J.Prados, '72. RECOMMENDED. J.Prados'72	91684 SPI S&T Magazine Games	\$39.00		V.Good	n	OoP	Err	4
<b>TSR Ares Games</b>		(541) 756-4711 10am-9pm PST		(866) 690-7879 10am-9pm PST				
<b>Nightmare House #15</b> w/mag. Cherry. Intriguing & truly unique gm for 2-5 players of ghost hunting & exorcism. Supernatural v all comers. D Marshall'83	72567 TSR Ares Games	\$46.00		Mint	n	OoP		1 5
<b>Omega War #14</b> w/mag. Full sized 2 player, strat lvl gm of N.American rebellion against World Union forces long after a devastating nuclear war. DJ.Ritchie'83	31672 TSR Ares Games	\$18.00		New	n	OoP		6
<b>Omega War #14</b> w/mag. Full sized 2 player, strat lvl gm of N.American rebellion against World Union forces long after a devastating nuclear war. DJ.Ritchie'83	88821 TSR Ares Games	\$17.50		Mint	n	OoP		6
<b>Universe: Mongoose &amp; Cobra Module #17</b> w/mag. 4-7 player, game-mastered RPG using the Universe system. Final issue of Ares. N.Karp'83	88679 TSR Ares Games	\$10.00		Mint	n	OoP		1 M
<b>TSR S&amp;T Games</b>		(541) 756-4711 10am-9pm PST		(866) 690-7879 10am-9pm PST				
<b>American Civil War ['83] #93</b> w/mag. Counters die cut askew; one value shifted onto adjacent counters on 4 leader units (only); easily fixed by transcribing value. Am Civil War at strat lvl, 200 cntrs. B.Shelly, J.Reiser'83	72261 TSR S&T Games	\$25.00		Mint	n	OoP		6
<b>American Civil War ['83] #93</b> w/mag. Missing 2 generic INF strength markers, ID included. Am Civil War at strat lvl, 200 cntrs. B.Shelly, J.Reiser'83	91870 TSR S&T Games	\$16.00		V.Good	n	OoP		6
<b>American Civil War ['83] #93</b> GmOnly. Missing 1 blank (only); otherws complete. All components show significant wear or siling thru use. Pin holes on map corenrs. Quite servicable copy. Am Civil War at strat lvl, 200 cntrs. B.Shelly, J.Reiser'83	GmOnly 81790 TSR S&T Games	\$18.00		V.Good	n	OoP		6
<b>Central Command #98</b> w/mag. W/ rev CRT, cav & leader rules for Blue & Grey Qd; w/ Singapore variant. Air-land combat between elite, airmobile formations of the Superpowers in the Straits of Hormuz area of the Mid-East. 2 scenarios, btl/rgt level. C.Kamps'84	67773 TSR S&T Games	\$25.00		Mint	n	OoP		2
<b>Central Command #98</b> w/mag. Complete. Rules highlighted in yellow. Otherws EX. W/ rev CRT, cav & leader rules for Blue & Grey Qd; w/ Singapore variant. Air-land combat between elite, airmobile formations of the Superpowers in the Straits of Hormuz area of the Mid-East. 2 scenarios, btl/rgt level. C.Kamps'84	85500 TSR S&T Games	\$15.00		V.Good	n	OoP		2
<b>Central Command #98</b> GmOnly. Complete. US-Soviet combat around Straights of Hormez & Iran.	GmOnly 91167 TSR S&T Games	\$18.00		Mint	n	OoP		2
<b>Cromwell's Victory #101</b> w/mag. Btl of Marston Moor, Jul 1644. Decisive btl of Eng Civil War. 200yd/hex, 30min/turn. D.Ritchie'85	72268 TSR S&T Games	\$29.00		Mint	n	OoP		2
<b>Cromwell's Victory #101</b> w/mag. V.clean. Btl of Marston Moor, Jul 1644. Decisive btl of Eng Civil War. 200yd/hex, 30min/turn. D.Ritchie'85	92627 TSR S&T Games	\$22.00		Excell	n	OoP	Err	2

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Game Title (& Edition or Issue #)	Game	Cash-Basis	General	Box	Out-of	Errata	Game #-of					
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl	Scale	Plyrs
See page 33 for an explanation of the various codes & column data used in this catalog.												
<b>Hastings, 1066 #110</b> w/mag. Tactical battle of 1066 in which Normans decisively defeated Saxons, shaping Britain forever after. Berg'86		92724	TSR S&T Games	\$35.00			Excell	n	OoP			2
<b>Iwo Jima #92</b> w/mag. Solitaire, co. lvl gm of US invasion by 3 Marine divs of fortress island defended by 21,000 Japanese, Feb-Mar '45. D.Rohde, G.Gillete'83		92596	TSR S&T Games	\$55.00			Excell	n	OoP			4 1
<b>Iwo Jima #92</b> GmOnly. Solitaire, co. lvl gm of US invasion by 3 Marine divs of fortress island defended by 21,000 Japanese, Feb-Mar '45. D.Rohde, G.Gillete'83	GmOnly	91602	TSR S&T Games	\$78.00			Mint	n	OoP			4 1
<b>Monmouth #90</b> w/mag. First TSR issue. Rev War battle. Martin & Millman'82		17440	TSR S&T Games	\$20.00			Mint	n	OoP			2
<b>Monmouth #90</b> GmOnly. Several minor spots on rules. First TSR issue. Rev War battle. D.Martin, L.Millman, E.Smith'82	GmOnly	51684	TSR S&T Games	\$13.00			Mint	n	OoP			2
<b>Monty's D-Day #102</b> w/mag. Light 1/2" black streak across map from printer. Some wear to mag. Co/Btlm level game of British portion of D-Day. Popular game. S&T includes an index to articles thru issue #102.		42307	TSR S&T Games	\$20.00			V.Good	n	OoP			4
<b>Monty's D-Day #102</b> w/mag. V.clean. Co/Btlm level game of British portion of D-Day. Popular game. S&T includes an index to articles thru issue #102.		92626	TSR S&T Games	\$28.00			Excell	n	OoP			4
<b>Monty's D-Day #102</b> GmOnly. Stain on rear rules cover (charts). Co/Btlm level game of British portion of D-Day. Popular game. S&T includes an index to articles thru issue #102.	GmOnly	91168	TSR S&T Games	\$25.00			Mint	n	OoP			4
<b>Nordkapp, Battle for Norway #94</b> w/mag. V.clean. Nato-Soviet conflict in N. Scandanavia as Soviets attempt to grab airbases. C Kamps '83		92621	TSR S&T Games	\$29.00			Excell	n	OoP	Err		4
<b>Nordkapp, Battle for Norway #94</b> GmOnly. Complete. Rules underlined & annotated in ink; some soiling thru use. Corners of some units annotated to indicate time of appearance. Nato-Soviet conflict in N. Scandanavia as Soviets attempt to grab airbases. C Kamps '83	GmOnly	81789	TSR S&T Games	\$20.00			V.Good	n	OoP			4
<b>Pleasant Hill #106</b> w/mag. Series rules torn (separated) from a mag page that is now taped into mag center. GBACW v7. Taylor's confeds attack Bank's prepared position in Louisiana, Apr64, forstalling further Union threats to Texas. Martin & Millman'86		92718	TSR S&T Games	\$15.00			Excell	n	OoP			2
<b>Pleasant Hill #106</b> w/mag. GBACW v7. Taylor's confeds attack Bank's prepared position in Louisiana, Apr64, forstalling further Union threats to Texas. Martin & Millman'86		43979	TSR S&T Games	\$22.00			Mint	n	OoP			2
<b>Rapid Deployment Force #91</b> w/mag. Rules separated. Tactical use of US Rapid Deployment Forces as "modern cavalry" in 6 scenarios in Persian Gulf & Mid-East. M Herman, J.Rieser'83		72259	TSR S&T Games	\$30.00			Mint	n	OoP			2
<b>Rapid Deployment Force #91</b> w/mag. Tactical use of US Rapid Deployment Forces as "modern cavalry" in 6 scenarios in Persian Gulf & Mid-East. M Herman, J.Rieser'83		67878	TSR S&T Games	\$31.00			Mint	n	OoP			2
<b>Rapid Deployment Force #91</b> w/mag. Tactical use of US Rapid Deployment Forces as "modern cavalry" in 6 scenarios in Persian Gulf & Mid-East. M Herman, J.Rieser'83		92618	TSR S&T Games	\$22.00			Excell	n	OoP			2
<b>Remember the Maine #108</b> w/mag. Spanish-American War, Apr-Spt 1898, in the Atlantic & Carribean, on land & at sea. Strategic & tactical level naval game, and separable operational, rgt/brig level land game. RECOMMENDED. V.von Borries'86		92725	TSR S&T Games	\$65.00			Excell	n	OoP			4
<b>Remember the Maine #108</b> GmOnly. Lite spotting to rules cover. Spanish-American War, Apr-Spt 1898, in the Atlantic & Carribean, on land & at sea. Strategic & tactical level naval game, and separable operational, rgt/brig level land game. RECOMMENDED. V.von Borries'86	GmOnly	68155	TSR S&T Games	\$50.00			Mint	n	OoP			4
<b>Road to Vicksburg #103</b> w/mag. Decisive btl of Champion Hill, May 63, that decided Vicksburg campaign. Blue & Grey system.		48304	TSR S&T Games	\$13.00			Mint	n	OoP			4
<b>Road to Vicksburg #103</b> w/mag. Decisive btl of Champion Hill, May 63, that decided Vicksburg campaign. Blue & Grey system, rgt/brig level.		92625	TSR S&T Games	\$7.50			Excell	n	OoP	Err		4
<b>Ruweisat Ridge #105</b> w/mag. Finger print marrs on cover. Btls near El Alamein, Nov 42.		75848	TSR S&T Games	\$18.00			Mint	n	OoP			4
<b>Singapore, Fall of Malaya #96</b> w/mag. Cherry. Japanese drive on Malaya & Singapore 41-2. C.Kamps'84		67775	TSR S&T Games	\$42.00			Mint	n	OoP			4
<b>Singapore, Fall of Malaya #96</b> w/mag. V.clean. Japanese drive on Malaya & Singapore 41-2. C.Kamps'84		92622	TSR S&T Games	\$35.00			Excell	n	OoP			4
<b>Singapore, Fall of Malaya #96</b> w/mag. Rules highlighted in yellow, otherws Mint. Japanese drive on Malaya & Singapore 41-2. C.Kamps'84		85146	TSR S&T Games	\$40.00			Mint	n	OoP			4
<b>Soldiers of the Queen #95</b> w/mag. Complete. Sticker on mag cover. Rules highlighted in yellow. Counters clipped. 2 gms: btlm of Isandhlwana & Omdurman. R Berg '84		76729	TSR S&T Games	\$24.00			Excell	n	OoP			2
<b>Superpowers at War #100</b> w/mag. Rules separated, otherws cherry. Mag includes 2pg SPI game chronology. Rgt lvl gm of operational combat in W Germany. Drv on Munich & Accross the Rhine scenarios. D.Cook, D.Niles'85		52385	TSR S&T Games	\$24.00			Mint	n	OoP			4
<b>Superpowers at War #100</b> w/mag. 10% punched. Missing 1 unit; id included. Otherws EX. Mag includes 2pg SPI game chronology. Rgt lvl gm of operational combat in W Germany. Drv on Munich & Accross the Rhine scenarios. D.Cook, D.Niles'85		56696	TSR S&T Games	\$16.00			V.Good	n	OoP			4
<b>Superpowers at War #100</b> Gm only. Rules spotted. 2 scenario game of Warsaw Pact-NATO combat in Germany.	GmOnly	68157	TSR S&T Games	\$18.00			Mint	n	OoP			4
<b>Target, Libya #109</b> w/mag. Hypothetical btlm/brig lvl inv of Libya by US & Egypt. Lots of air & naval power. D Ritchie 86		56684	TSR S&T Games	\$22.00			Mint	n	OoP			4
<b>Target, Libya #109</b> w/mag. Hypothetical btlm/brig lvl inv of Libya by US & Egypt. Lots of air & naval power. D Ritchie 86		92723	TSR S&T Games	\$15.00			Excell	n	OoP			4
<b>Thunder at Lutzen #99</b> w/mag. May 1813 btl for central Europe at operational lvl. Good game.		72266	TSR S&T Games	\$25.00			Mint	n	OoP			2

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Game Title (& Edition or Issue #)	Game	Cash-Basis Price EA	Ship Surchage Flag	General Condition	Box Type	Out-of-Print?	Errata Incl	Game #-of Scale	Plys
Specific Condition, Subject, Designer, Year	Only? Part# Publisher Name								
<b>Thunder at Lutzen #99</b> w/mag. May 1813 btl for central Europe at operational lvl. Good game.	92629 TSR S&T Games	\$18.00		Excell	n	OoP	Err		2
<b>Trail of the Fox #97</b> w/mag. Mag cover shows some creases and some spine attachment damage, partially repaired w/ tape. Rules separated. Btl level Tunisian campaign, 43, using & mating w/ Desert Fox system. D.Niles'84.	52406 TSR S&T Games	\$20.00		Mint	n	OoP			4
<b>Trail of the Fox #97</b> w/mag. Btl level Tunisian campaign, 43, using & mating w/ Desert Fox system. D.Niles'84.	11898 TSR S&T Games	\$25.00		New	n	OoP			4
<b>Warsaw Rising #107</b> w/mag. Guerilla uprising in Warsaw '44 which the Germans reacted to swiftly. J.Prados'86	11937 TSR S&T Games	\$22.00		New	n	OoP			2

**Udo Grebe COMMAND & STRAT**

(541) 756-4711 10am-9pm PST

(866) 690-7879 10am-9pm PST

<b>Blitzkrieg 1940 2nd # 7</b> w/mag. Update printed entirely in English. Game of two grand tactical battles that occurred as the Germans attempted to breakout thru French lines, May 1940: Hannut, 12-13 May, and Stonne 16-18 May. 500m/hex. Company level. w/ 432 color cardstock counters that must be mounted & cut apart. Originally announced as an English language version of Vae Victis; now a special editon of C&S. Also includes final installment of Pearl Harbor including 1 countersheet. '10	91156 Udo Grebe COMMAND & STRAT	\$33.00		New	HC				3
<b>Command &amp; Strategy Magazine # 1</b> First issues of a new quarterly mag with historical articles, game reviews, game variants & some games segments. First issue has the first of perhaps 8 parts for the Emp of Apocypse Pearl Harbor. 280 die cut counters, plus another sheet on glossy paper & must be mounted. Aims to be a Vae Victis in English. '05	71944 Udo Grebe COMMAND & STRAT	\$9.00		New	zl				Z
<b>Command &amp; Strategy Magazine # 2</b> 40pg color mag that promotes Udo Greebe Games, and offers a sampler game or part of a larger game with each issue. This issue contains an intro version of their Panzer Commander Afrika card game. Also includes 2nd part (of 7) of Pearl Harbor game (w/ 280 counters & 2 map portions); 2nd part of Dean Essig's history of the end of WW2 in the Pacific; an interview w/Kevin McPartland; and part 2 of a History of Assyria. '05	74421 Udo Grebe COMMAND & STRAT	\$9.00		Mint	zl				Z
<b>Command &amp; Strategy Magazine # 3</b> w/ Operation Kadesh, a complete game covering the 1956 Suez crisis at btl/brig level on both the Jordanian & Suez fronts. 2 maps, 140 counters. P.Rohrbaugh'05. Also includes part 3 of the Pearl Harbor game w/ a map section, 140 counters, a sml amount of charts. Plus articles on the Suez Crisis 1956. '05	80598 Udo Grebe COMMAND & STRAT	\$9.00		New	zl				Z
<b>Command &amp; Strategy Magazine # 4</b> w/ Comrade Koba, Game of Stalinist Survival, a card game of political and physical survival during the Soviet Great Terror era. Simple game for 2-4 players in which you try to gain power, stay alive and rat on your enemies. A.Fager'05 / Also includes part 4 of Peral Harbor, with two mapboard sections, 280 die cut counters. Articles on gaming convention in Essen; history of Assyria, part 3; Op Kadesh errata; Wellington designer notes; Burmese opium war of 1967. '05	94192 Udo Grebe COMMAND & STRAT	\$9.00		New	zl				Z
<b>Command &amp; Strategy Magazine # 5</b> w/ part 5 of Pearl Harbor game installmentw/ a map, charts; complete Empires of Apocalypse v2.0 rule book; Wings Over Aras card game of Air-Air combat in 1917; variant for Comrade Koba (Reloading); index for first 4 issues of C&S; articles on German invasion of Denmark, 1940; the American Civil War for the tourist, pt. 1; reviews of GMT's Carthage, GMT's Blue Max, SPI's Napoleon at Waterloo & other games in that system.	82364 Udo Grebe COMMAND & STRAT	\$9.00		New	zl				Z
<b>Command &amp; Strategy Magazine # 6</b> w/mag & Operation Walkure, a card game of the 1944 plot to assassinate Hitler. Also includes pt. 6 of Pearl Harbor, and an interview w/ Dean Essig of the Gamers. '07	85718 Udo Grebe COMMAND & STRAT	\$9.00		New	zl				Z

**VAE VICTUS Magazine**

(541) 756-4711 10am-9pm PST

(866) 690-7879 10am-9pm PST

<b>1870, L'Aigle Fourdroye #38</b> w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. Covers some aspect of the Franco-Prussian War of 1870. '01	93762 VAE VICTUS Magazine	\$16.00		New	n				4
<b>A la Charge! Deux Bat due Xle Siecle #87</b> w/68pg mag. Grant tactical game of 2 battles of the dark ages: Civitate 1053, Pope v Normans; and Kalavryai 1078, rebels v loyalists. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '09	93809 VAE VICTUS Magazine	\$14.00		New	n				3
<b>Assaut sur Suez 1956 #92</b> w/68pg mag. Operational level game of the British-French attack on Port Said, Egypt, in the 1956 war. Co level, area move. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '10	93815 VAE VICTUS Magazine	\$16.00		New	n				4
<b>Au Fil de L'Epee # 45</b> w/68pg mag. Grand tactical game of 4 medieval battles: Muret 1213, Bouvines, 1214, Lac Peipous 1242, Benevento 1266. Hex based, each battle has own map. Hex based, 200m/hex. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '02	94592 VAE VICTUS Magazine	\$16.00		New	n				3
<b>Austerlitz 1805 #58</b> w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '02	93776 VAE VICTUS Magazine	\$16.00		New	n				3
<b>Austerlitz, Partie Nord #64</b> w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '02	93784 VAE VICTUS Magazine	\$16.00		New	n				4
<b>Bull Run #89</b> w/68pg mag. Grand tactical game of the btl of 1st Bull Run, July 1861. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '09	93813 VAE VICTUS Magazine	\$14.00		New	n				4
<b>Bull Run to Appomatox 1861-5 # 36</b> w/68pg mag. Strategic level game of the US Civil War, 1861-5, using an area move map, emphasis on leaders, plus naval combat. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '01	92313 VAE VICTUS Magazine	\$16.00		New	n				6
<b>Cedar Creek 1864 #94</b> w/68pg mag. Smallish game of the 1864 battle of Cedar Creek, near Middletown VA in the Shenandoah Valley As Sheridan tries to drive Early out. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. Game covers the 1864 battle at Cedar Creek using same system as earlier Bull Run. '10	93819 VAE VICTUS Magazine	\$16.00		New	n				3
<b>Champs de Bataille / Alex. v Hannibal#30</b> w/76pg mag. Grand tac btls of between Greek, Roman & Carthigenean forces. 430 color counters that must be mounted & cut apart. Also includes a small game of Joan of Arc's Battle of Orleans. '00	93757 VAE VICTUS Magazine	\$16.00		New	n				3
<b>Champs de Bataille / Les Ages Sombres #9</b> w/mag. Magazine & game in entirety in French. Game is good sized w/ colorful components & maps; counters on thick cardstock & must be cut apart (& perhaps mounted). Game covers 2 key battles in French history, the battle of Soissons 486 and Poitiers 732. 50m/hex, 384 counters. P.Oliver'96	93751 VAE VICTUS Magazine	\$16.00		New	n				3

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Specific Condition, Subject, Designer, Year	Only? Part# Publisher Name	Price EA	Flag	Conditn	Type	Print?	Incl
							Scale
<b>Champs de Bataille En Asie #53</b> w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '02	93773 <a href="#">VAE VICTUS Magazine</a>	\$16.00		New	n		3
<b>Crete 1941 #22</b> w/mag. Area move game of the air invasion of Crete during May 1941, in each of the 3 isolated areas of the island. Includes Alesia errata counters & additional Crusades counters. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at http://grognard.com/vaevict.html. '98	93755 <a href="#">VAE VICTUS Magazine</a>	\$16.00		New	n		4
<b>D-Day 1944 # 57</b> w/68pg mag. Operational, rgt/brig level game of the D-Day landings themselves and the drive inland to secure the Normandy beachheads during the first 9 days. 3km/hex, 1day/turn. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '04	92330 <a href="#">VAE VICTUS Magazine</a>	\$16.00		New	n		4
<b>Denain 1712 #20</b> w/mag. Grand tac battle from 1712, using the Fontenoy 1745 system. Includes addtl counters for Kadesh. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at http://grognard.com/vaevict.html. '98	92305 <a href="#">VAE VICTUS Magazine</a>	\$16.00		New	n		3
<b>Dien Bien Phu # 33</b> w/84pg mag. Company/btln level game of the Vietminh siege of the elite French forces trapped at Dien Bien Phu in the climactic battle of the 1st Vietnamese War. Area move, with 432 color counters that must be mounted and cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at http://grognard.com/vaevict.html. '00	92310 <a href="#">VAE VICTUS Magazine</a>	\$16.00		New	n		4
<b>Echec a L'Armee Rouge #82</b> w/68pg mag. Sring 1944 battle on the eastern front at rgt/div level, as the Soviets approached the Romanian frontier. 2.5km/hex. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '07	93801 <a href="#">VAE VICTUS Magazine</a>	\$16.00		New	n		4
<b>En Pointe Toujours! Normandie 1944 # 31</b> w/68pg mag. Game of tactical combat in the bocage country of Normandy after the D-Day landings. 432 color counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at http://grognard.com/vaevict.html.	93758 <a href="#">VAE VICTUS Magazine</a>	\$16.00		New	n		2
<b>Epees et Hallebardes #81</b> w/68pg mag. 3 grand tactical battles in France late in the middle ages: Morgarten, 1315, Sempach 1386 & Grandson 1476. Includes 2 battle maps at 200m/hex. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '07	93800 <a href="#">VAE VICTUS Magazine</a>	\$16.00		New	n		3
<b>Espagne 1808 #83</b> w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '07	94594 <a href="#">VAE VICTUS Magazine</a>	\$16.00		New	n		4
<b>Eylau &amp; Friedland 1807 #47</b> w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. Operational level game covering central & eastern Europe, w/ 5 scenarios covering the 1807 & 1812 campaigns. '02	93769 <a href="#">VAE VICTUS Magazine</a>	\$16.00		New	n		3
<b>Eylau 1807 #77</b> w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '07	93796 <a href="#">VAE VICTUS Magazine</a>	\$16.00		New	n		3
<b>Feodalite / Operation Pedastal # 69</b> w/68pg mag. Main game is a card-driven game of the fuedal period in France after Charelemagne's empire spits in three, 9th-10th century. Includes cards, no counters. Also includes Op Pedestal, a solitaire game of the Axis attempt to starve Malta into submission, Aug'1942. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '06	93790 <a href="#">VAE VICTUS Magazine</a>	\$16.00		New	n		6 1
<b>Formigny 1450 / Poitiers 1356 #26</b> w/mag. 2 grand tac btls from the late middle age: Formigny 1450 & Poitiers 1356. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at http://grognard.com/vaevict.html. '99	92307 <a href="#">VAE VICTUS Magazine</a>	\$16.00		New	n		4
<b>French-Canadian Wars #44</b> w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '02	93768 <a href="#">VAE VICTUS Magazine</a>	\$16.00		New	n		6
<b>Irlande 1798 #86</b> w/68pg mag. War in Ireland, 1798. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '09	93806 <a href="#">VAE VICTUS Magazine</a>	\$14.00		New	n		6
<b>Jena 1806 # 71</b> w/68pg mag. Grand tactical level battle of Jena, Oct.1806, between Napoleon & the Prusso-Saxon Army. Hex based, brig level. Also includes 8 dbl sided errata counters for Tonkin#70. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '06	94593 <a href="#">VAE VICTUS Magazine</a>	\$16.00		New	n		3
<b>Kharkov 1943 #25</b> w/mag. Btln/rgt lvl of the Soviet attack & German counterattack at Kharkov, 1943. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at http://grognard.com/vaevict.html. '99	59600 <a href="#">VAE VICTUS Magazine</a>	\$15.00		Mint	n	OoP	4
<b>Kippour 73 # 39</b> w/68pg mag. Operational, brig level game of the 1973 Arab-Israeli War on both the Golan and Sinai fronts. Hex based, 2 or 3km/hex. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '01	93763 <a href="#">VAE VICTUS Magazine</a>	\$16.00		New	n		4
<b>Kolwezi 1978 #80</b> w/68pg mag. 2 games of French intervention in Africa, apparently in Chad. Larger is of low level tactical combat in African settings with modern weapons & AFVs, with French v rebels or Libyans etc. A second covers urban combat in Kolwezi, 1878. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '07	93799 <a href="#">VAE VICTUS Magazine</a>	\$16.00		New	n		2
<b>La Bataille de L'Ebre 1938 #61</b> w/68pg mag. Grand tactical game of the key battle of Ebre, 1938, during the Spanish Civil War. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. J.Romero'02	93780 <a href="#">VAE VICTUS Magazine</a>	\$16.00		New	n		4

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl	Scale	Plyrs
<b>La Bataille Dorell, 1919 #75</b> w/68pg mag. Operational level game of the Russian Civil War campaign near Orel, fall 1919, as Red, White & Czech forces duke it out for this key crossroads. 4km/hex. 1day/turn. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '07		93794	<a href="#">VAE VICTUS Magazine</a>	\$16.00			New	n				4
<b>La Campagne de France 1814 #52</b> w/68pg mag. Operational level game of 2 invasions of Napoleonic-era Franch, first in 1792 then the larger Coalition invasion of 1814 that ended Nappy's reign the first time. Corp level, pt-to-pt. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '02		93772	<a href="#">VAE VICTUS Magazine</a>	\$16.00			New	n				4
<b>La Fleur au Fusil 1914 # 68</b> w/68pg mag. Grand tactical level, btlm/rgt, game of initial meeting engagements along the French & Belgian frontier, August 1914. The French Colonial Corp, the best in their army, assaults toward Neufchateau. 800m/hex, 2hr/turn. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '06		93789	<a href="#">VAE VICTUS Magazine</a>	\$16.00			New	n				3
<b>La Fronde 1652 #84</b> w/68pg mag. 2 grand tactical games covering a battle 150km from Paris, and another IN Paris, 1652. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '07		93803	<a href="#">VAE VICTUS Magazine</a>	\$16.00			New	n				3
<b>La Guerre de Sept Aus 1756-63 #65</b> w/68pg mag. Operational game of 2 years of the 7 Years War & Frederick the Great, 1757-8, thruout central Europe. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '05		93785	<a href="#">VAE VICTUS Magazine</a>	\$16.00			New	n				3
<b>L'Aventure Mexicaine 1862-67 #79</b> w/68pg mag. Strategic level, area move game of the French "adventure" in Mexico, 1862-7 as France attempts to gain a colony by force. 1-2mo/turn. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '07		93798	<a href="#">VAE VICTUS Magazine</a>	\$16.00			New	n				4
<b>Les Deus 1341, Bretagne 1364 #76</b> w/68pg mag. Operational level game of the battle for control of Brittany, France, during the period 1347-1364. 1-4/yr/turn. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '07		93795	<a href="#">VAE VICTUS Magazine</a>	\$16.00			New	n				3
<b>Les Deus Batailles de Saint-Albans # 96</b> w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. This issue's game covers 2 battles at Saint-Albans, France, in 1455 & 1462. '11		94598	<a href="#">VAE VICTUS Magazine</a>	\$14.00			New	n				3
<b>Les Guerres de Religion 1562-98 # 50</b> w/68pg mag. Game of 2 tactical level battles during the religious wars of the reformation: D'Ivry 1590 & Dreux 1562. 20-30min/turn, 150m/hex. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '03		92320	<a href="#">VAE VICTUS Magazine</a>	\$16.00			New	n				3
<b>Les Pyramides 1798 #23</b> w/76pg mag. Grand tac game of the Battle of the Pyramids, 1798. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at http://grognard.com/vaevict.html. '98		81109	<a href="#">VAE VICTUS Magazine</a>	\$18.00			New	n	OoP			4
<b>Leuthen 1757 #32</b> w/68pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at http://grognard.com/vaevict.html. Game covers a key battle of the 7 Years War.		93759	<a href="#">VAE VICTUS Magazine</a>	\$16.00			New	n				3
<b>Loups Gris en Atlantique #90</b> w/68pg mag. Somewhat abstracted solitaire game of tour of individual U-Boats in 1941 in the mid-Atlantic. Multiple sub types with gunnery, AA, torpedoes, special weaponry, & sepcial events. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '10		93814	<a href="#">VAE VICTUS Magazine</a>	\$14.00			New	n				6
<b>Marengo 1800 #35</b> w/84pg mag. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. Covers one of Napoleon's early battles, Marengo, 1800, using Jours de Gloire system. '00		93761	<a href="#">VAE VICTUS Magazine</a>	\$16.00			New	n				3
<b>Navas De Tolosa 1212 #62</b> w/68pg mag. Large, grand tactical game of Las Navas de Tolosa 1212, toward the end of the Crusades. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '02		93781	<a href="#">VAE VICTUS Magazine</a>	\$16.00			New	n				3
<b>Operation Apocalypse, Vietnam 1966 #10</b> w/68pg mag. Low level, tactical game of the 1st Air Cav's attack on a hypothetical Viet Cong held village, c.1966, in multiple scenarios. Also, Section d'Assaut is a card game of individual weapons & people in WW2. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at http://grognard.com/vaevict.html. '96		93752	<a href="#">VAE VICTUS Magazine</a>	\$16.00			New	n				3
<b>Operation Fortitude #93</b> w/68pg mag. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. Game covers the espionage & deception campaign prior to D-Day in France. Includes sml map & sml number of cards & counters. '10		93816	<a href="#">VAE VICTUS Magazine</a>	\$16.00			New	n				6
<b>Optimus Et Princes, Dacian Wars #67</b> w/68pg mag. Strategic level game of the Roman defense of its northern borders against the barbarians during the Trajan era, 101-118AD. Area move. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '02		93788	<a href="#">VAE VICTUS Magazine</a>	\$16.00			New	n				6
<b>Pax Romana, Defendre L'Empire! #91</b> w/68pg mag. (Strategic level game of the Roman defense of its empire in its waning days.) French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '10		92412	<a href="#">VAE VICTUS Magazine</a>	\$16.00			New	n				6
<b>Pour Dieu et Pour Roy # 60</b> w/68pg mag. Operational, area move game of the fratricidal conflict in the area of Nantes, France in 1793 as the Republicans clashed with the Vendeens. Game aims to be simple, yet capture the spasmodic action and variable competence of the leaders involved. Includes errata counters for D-Day 1944, Alsace 1944, Barbarossa 1941. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '05		93778	<a href="#">VAE VICTUS Magazine</a>	\$16.00			New	n				4
<b>Rocroi / Thassala #11</b> w/mag. Grand tac btl of Rocroi, 1643. Also, adds 2 cards for Section d'Assaut, 24 counters for Champs de Bataille. Thassala is a minis rules set w/ counters. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at http://grognard.com/vaevict.html. '96		93753	<a href="#">VAE VICTUS Magazine</a>	\$16.00			New	n				3

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<b>Solferino 1859 # 55</b> w/68pg mag. Operational level game of the main battle of the 1859 war between France & the Italian states. 600m/hex, 1hr/turn. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '04		93774	<a href="#">VAE VICTUS Magazine</a>	\$16.00		New	n	n				4
<b>Sphacteria 425AD #95</b> w/mag. Game covers a key naval & land battle of the Peloponnesian War, 425AD. Mag & game printed entirely in French; translation may be available at Grognard.com. Articles analyze many games (Lion & the Sword, Heros du Monde, Race for Berlin, Eagle & the Star, Phantom Leder, Hearts & Minds), Cherbourg scenario for Normandie 1944 & also Blitkrieg Commander. '10		94596	<a href="#">VAE VICTUS Magazine</a>	\$14.00		New	n	n				4
<b>Stalingrad 1942 # 54</b> w/68pg mag. Strategic level game of the German Fall Blau 1942 offensive in southern USSR, from Kursk to the Turkish border. Corp/Armee level. Also includes ~60 dbl sided variant counters for Lock 'n Load Forgotten Heroes. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '03		92323	<a href="#">VAE VICTUS Magazine</a>	\$16.00		New	n	n				6
<b>Tempete Sur L'Europe 1939-45 # 66</b> w/68pg mag. Strategic level, area move & solitaire game of WW2 in all of Europe, N.Africa & the Middle East. Comprehensive game, including production, strategic bombing, neutrals, forts. Barbarossa & campaign scenarios. Also includes a small game of the battle for Troy, La Guerre de Troie. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '06		93787	<a href="#">VAE VICTUS Magazine</a>	\$16.00		New	n	n				8 1
<b>Tonkin, Guerre d'Indochine 1950-54 # 70</b> w/68pg mag. Operational level game of the French attempt to reconquer its former colony of Vietnam. Covers the northern part of the country. Rgt level, 20km/hex, hex based. w/ 432 color cardstock counters that must be mounted & cut apart. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at grognard.com/vaevict.html. '70		92340	<a href="#">VAE VICTUS Magazine</a>	\$16.00		New	n	n				4
<b>Vallee de la Drang # 28</b> w/68pg mag. 68pg glossy color FRENCH wargame mag. US 1st Air Cav's mobile engagements in the Vietnamese central highlands, late 1965. Area move, co/btl level. W/ 432 cardstock counters that must be mounted & cut apart. All components in French; see www.grognard.com/vaevict.html for English translation. '99		93756	<a href="#">VAE VICTUS Magazine</a>	\$16.00		New	n	n				4
<b>Vittoria 1813 #12</b> w/mag. Grand tac btl of Vittoria, 1813. French all color, glossy mag including minis coverage, history & a game in each issue. ALL material in French; translated game material for most games available at http://grognard.com/vaevict.html. '97		94591	<a href="#">VAE VICTUS Magazine</a>	\$16.00		New	n	n	OoP			3
<b>WWW Strategy &amp; Tactics</b>												
(541) 756-4711 10am-9pm PST (866) 690-7879 10am-9pm PST												
<b>Abensburg, Battle of... #113</b> w/mag. Mag read. One of a pair of mating games of battles between French & Austrians, Apr1 1809. Abensberg was the initial engagement in which Austria lost its chance to defeat Napoleon who, instead, soundly defeated the Austrians. 600yd/hex, rgt lvl, uses the Napoleon at Austerlitz system. Campaign rules to link 2 games in S&T115. K.Poulter'87		55598	<a href="#">WWW Strategy &amp; Tactics</a>	\$17.00		Mint	n	n	OoP			2
<b>Abensburg, Battle of... #113</b> w/mag. Mag cover corner faded. One of a pair of mating games of battles between French & Austrians, Apr1 1809. Abensberg was the initial engagement in which Austria lost its chance to defeat Napoleon who, instead, soundly defeated the Austrians. 600yd/hex, rgt lvl, uses the Napoleon at Austerlitz system. Campaign rules to link 2 games in S&T115. K.Poulter'87		14657	<a href="#">WWW Strategy &amp; Tactics</a>	\$21.00		New	n	n	OoP			2
<b>Anzio Beachhead ['90] #134</b> w/mag. Complete. Rules stapled twice at spine, & sml tear at upper spine. Couple fo ink marks in mag, page edge soild thru use, otherws EX. Operational, btl/rgt game of Allied invasion at Anzio, & the German attempt to first drive them back into the sea & then simply to contain them. Fast playing, simpler system adapted from the '70 game, and now a tense game. 0.9mi/hex, 2days/turn. V.von Borries'90		91606	<a href="#">WWW Strategy &amp; Tactics</a>	\$25.00		V.Good	n	n	OoP			4
<b>Anzio Beachhead ['90] #134</b> w/mag. Operational, btl/rgt game of Allied invasion at Anzio, & the German attempt to first drive them back into the sea & then simply to contain them. Fast playing, simpler system adapted from the '70 game, and now a tense game. 0.9mi/hex, 2days/turn. V.von Borries'90		90746	<a href="#">WWW Strategy &amp; Tactics</a>	\$35.00		Mint	n	n	OoP			4
<b>Anzio Beachhead ['90] #134</b> w/mag. Operational, btl/rgt game of Allied invasion at Anzio, & the German attempt to first drive them back into the sea & then simply to contain them. Fast playing, simpler system adapted from the '70 game, and now a tense game. 0.9mi/hex, 2days/turn. V.von Borries'90		92660	<a href="#">WWW Strategy &amp; Tactics</a>	\$29.00		Excell	n	n	OoP			4
<b>Arabian Nightmare: Kuwait War #139</b> w/mag. Complex & rushed game design covering the military aspects to the 1990 Kuwaiti War. Later heavily revised and expanded to include the more-important political elements to the campaign. A.Bay.90		92651	<a href="#">WWW Strategy &amp; Tactics</a>	\$11.00		Excell	n	n	OoP	Err		4
<b>Arabian Nightmare: Kuwait War #139</b> GmOnly. Original game as published in S&T, covering the military campaign in the 1990 Kuwaiti War, '90. Complex & a rushed design, but a decent game. A.Bay.90	GmOnly	81389	<a href="#">WWW Strategy &amp; Tactics</a>	\$15.00		Mint	n	n	OoP			4
<b>Baton Rouge #133</b> w/mag. City fighting using GBACW system. Confeds attempt to retake Baton Rouge defended by Union brigade, supported by a confed gunboat, Aug'62. R.Berg.90		33390	<a href="#">WWW Strategy &amp; Tactics</a>	\$15.00		New	n	n	OoP			2
<b>Baton Rouge #133</b> w/mag. City fighting using GBACW system. Confeds attempt to retake Baton Rouge defended by Union brigade, supported by a confed gunboat, Aug'62. R.Berg.90		40546	<a href="#">WWW Strategy &amp; Tactics</a>	\$12.50		Mint	n	n	OoP			2
<b>Baton Rouge #133</b> w/mag. City fighting using GBACW system. Confeds attempt to retake Baton Rouge defended by Union brigade, supported by a confed gunboat, Aug'62. R.Berg.90		92661	<a href="#">WWW Strategy &amp; Tactics</a>	\$8.00		Excell	n	n	OoP			2
<b>Beirut '82, Arab Stalingrad #126</b> w/mag. w/counters for 3rd Reich Ethiopia variant from Btlpln#8. Israeli drive to capture Beirut & clear s. Lebanon. T.Kane'89		32370	<a href="#">WWW Strategy &amp; Tactics</a>	\$15.00		New	n	n	OoP			4
<b>Campaigns in the Valley #123</b> w/mag. Variant counters for Indian Mutiny (1), End Iron Dream (16), House Divided 2nd (12). 2 scen depicting 1862 & 4 campaigns in Shenadoah Valley. R.Markham & Seaman '88.		24110	<a href="#">WWW Strategy &amp; Tactics</a>	\$16.00		New	n	n	OoP			4
<b>Campaigns in the Valley #123</b> w/mag. Rules separated. Variant counters for Indian Mutiny (1), End Iron Dream (16), House Divided 2nd (12). Operational level, 2 scen game depicting 1862 & 4 campaigns in Shenadoah Valley. R.M. 2.5mi/hex, 2day/turns. arkham, M.Seaman'88		91711	<a href="#">WWW Strategy &amp; Tactics</a>	\$12.50		Mint	n	n	OoP	Err		4
<b>Donau Front #131</b> w/mag. V.5 of Central Front series, 2nd ed rules (not compatible w/ 1st 3 games). Covers Warsaw Pact drive into Bavaria toward Munich. C.Kamps'89		52092	<a href="#">WWW Strategy &amp; Tactics</a>	\$30.00		New	n	n	OoP			4
<b>Doomed Victory #136</b> w/mag. Detailed, division level game of the battle of Borodino, Sept 1812, where Napoleon vainly tries to conquer the Russian army. 2 scenarios, w/ free deployment option. 300m/hex, 30min turns. G.Morgan'90		56374	<a href="#">WWW Strategy &amp; Tactics</a>	\$15.00		Mint	n	n	OoP			2

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of				
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Surcharge	Flag	Conditn	Type	Print?	Incl	Scale	Plays
See page 33 for an explanation of the various codes & column data used in this catalog.												
<b>Doomed Victory #136</b> w/mag. Mailing label on cover. Detailed, division level game of the battle of Borodino, Sept 1812, where Napoleon vainly tries to conquer the Russian army. 2 scenarios, w/ free deployment option. 300m/hex, 30min turns. G.Morgan'90	67837	WWW Strategy & Tactics	\$15.00	Mint	n	OoP		2				
<b>Doomed Victory #136</b> GmOnly. Detailed, division level game of the battle of Borodino, Sept 1812, where Napoleon vainly tries to conquer the Russian army. 2 scenarios, w/ free deployment option. 300m/hex, 30min turns. G.Morgan'90	91699	WWW Strategy & Tactics	\$11.00	Mint	n	OoP		2				
<b>Eckmuhl, Battle of... #114</b> w/mag. One of a pair of mating games of battles between French & Austrians, Apr1 1809. Eckmuhl occurred 2 days after & north of Abensberg, as Napoleon attempts to trap the defeated, retreating Austrian army. 600yd/hex, rgt lvl, uses the Napoleon at Austerlitz system. Campaign rules to link 2 games in S&T115. K.Poulter'87	85126	WWW Strategy & Tactics	\$16.00	Mint	n	OoP		2				
<b>Eckmuhl, Battle of... #114</b> w/mag. One of a pair of mating games of battles between French & Austrians, Apr1 1809. Eckmuhl occurred 2 days after & north of Abensberg, as Napoleon attempts to trap the defeated, retreating Austrian army. 600yd/hex, rgt lvl, uses the Napoleon at Austerlitz system. Campaign rules to link 2 games in S&T115. K.Poulter'87	14665	WWW Strategy & Tactics	\$17.50	New	n	OoP		2				
<b>Far Seas, German Cruiser Ops in WW1 #125</b> w/mag & 48 Zulu War counters for game in Bttlplan #7. One page of rules moisture stained. British hunt for German armored cruisers around the world early in WW1. RECOMMENDED. M.Anderson'87	92714	WWW Strategy & Tactics	\$37.00	Excell	n	OoP		4				
<b>Far Seas, German Cruiser Ops in WW1 #125</b> w/mag & 48 Zulu War counters for game in Bttlplan #7. One page of rules moisture stained. British hunt for German armored cruisers around the world early in WW1. RECOMMENDED. M.Anderson'87	66976	WWW Strategy & Tactics	\$50.00	Mint	n	OoP		4				
<b>Harvest of Death, 2nd Day at Gettysb#129</b> w/mag. Tiny brig lvl gm of the Confed attack on S end of Union line at Ltl Rnd Top, 2 July'63. Martin & Milman'89	16826	WWW Strategy & Tactics	\$19.00	New	n	OoP		3				
<b>Harvest of Death, 2nd Day at Gettysb#129</b> w/mag. Errata/variant counters for Tomorrow the World 1st (9), Zulu War (1), Army of Tennessee (1) removed. Tiny brig lvl gm of the Confed attack on S end of Union line at Ltl Rnd Top, 2 July'63. Martin & Milman'89	92710	WWW Strategy & Tactics	\$10.00	Excell	n	OoP		3				
<b>Horse Soldiers, Forrest at Bay #119</b> w/Mag: Tupelo AND Brice's Crossroad. 2 cavalry battles as Sherman pursues Forrest in Mississippi, 1864, to protect Union supply lines. Another evolution of the Great BtIs of the Am Civil War system. R.Berg'88	72278	WWW Strategy & Tactics	\$44.00	Mint	n	OoP		2				
<b>Horse Soldiers, Forrest at Bay #119</b> w/Mag. Tupelo AND Brice's Crossroad. Rules separated & stapled once in upper margin. 2 cavalry battles as Sherman pursues Forrest in Mississippi, 1864, to protect Union supply lines. Another evolution of the Great BtIs of the Am Civil War system. R.Berg'88	92653	WWW Strategy & Tactics	\$35.00	Excell	n	OoP		2				
<b>Indian Mutiny, Sepoy Rebellion 1857 #121</b> w/mag. Sepoy Rebellion thruout India, 1857, strat scale. R.Markham & M.Seaman'88	30729	WWW Strategy & Tactics	\$10.00	Mint	n	OoP	Err	6				
<b>Indian Mutiny, Sepoy Rebellion 1857 #121</b> w/mag. Sepoy Rebellion thruout India, 1857, strat scale. R.Markham & M.Seaman'88	15694	WWW Strategy & Tactics	\$12.00	New	n	OoP		6				
<b>Iron Cross #132</b> w/mag. Detailed, 6 scenario man-man combat in USSR 1941-2 w/ a few tanks & AT guns too. Also includes major update to Beirut'82. M.Sprock'90	92198	WWW Strategy & Tactics	\$12.00	Mint	n	OoP		1				
<b>Kanev, Parachutes Across the Dnepr #115</b> w/mag. Soviet offensive backed by an abortive airdrop, 1943. J.Prados'87	76721	WWW Strategy & Tactics	\$30.00	Mint	n	OoP		4				
<b>Kanev, Parachutes Across the Dnepr #115</b> w/mag. Soviet offensive backed by an abortive airdrop, 1943. J.Prados'87	92667	WWW Strategy & Tactics	\$23.00	Excell	n	OoP		4				
<b>Korea, the Mobile War #111</b> w/mag. 1st 3W issue. 1st year of Korean War 1950-1, in 4 scenarios. rgt/div level. Good Game. D.Ritchie'87	67793	WWW Strategy & Tactics	\$42.00	Mint	n	OoP		4				
<b>Korea, the Mobile War #111</b> w/mag. Rules separated. 24 units (all ROK) punched; otherws mint. 1st 3W issue. 1st year of Korean War 1950-1, in 4 scenarios. rgt/div level. Good Game. D.Ritchie'87	91696	WWW Strategy & Tactics	\$36.00	Excell	n	OoP		4				
<b>Manchu, Taping Rebellion 1852-68 #116</b> w/mag. Interesting if not popular strategic level game of the Taiping Rebellion thruout China, 1852-68. Rebels attempt to overthrow the Manchu dynasty, which must coordinate a large but lethargic arm. 35mi/hex, yearly turns. R.Berg'88	67788	WWW Strategy & Tactics	\$19.00	New	n	OoP		4				
<b>Napoleon at Eylau #138</b> w/mag. Rules separated. Initials inked on mag cover. Btl of Pruessich-Eylau, Feb 1807, between French & Russians at tac lvl. Update of early 3W game. K.Poulter'90	91729	WWW Strategy & Tactics	\$22.00	Mint	n	OoP		2				
<b>Nicaragua, Revolution in C.America #120</b> W/Mag. Area move gm of guerilla war in C.America.	14687	WWW Strategy & Tactics	\$12.00	New	n	OoP		6				
<b>Patton Goes to War #112</b> w/mag. US offensive in s. Tunisia, Mar-Apr 43 using BtIs of NA system. V.von Borries'87	92721	WWW Strategy & Tactics	\$29.00	Excell	n	OoP		2				
<b>Pegasus Bridge #122</b> W/mag. Solitaire, pltn lvl game of paratroop on bridges N of D-Day beaches using an area move system. Errata from later issue is essential. R.Markham, M.Seaman'88	92664	WWW Strategy & Tactics	\$36.00	Excell	n	OoP		2 1				
<b>Rush to Glory, War with Mexico 1846#127</b> w/mag. Strat army lvl, area move gm of Mex-Am war of 1846-7 in which isolated border dispute that grew in scope & eventually stripped Mexico of its substantial holdings in SW. R.Speer'89	24124	WWW Strategy & Tactics	\$18.00	New	n	OoP		6				
<b>Rush to Glory, War with Mexico 1846#127</b> w/mag. Rules separated. Mag has been read. Strat army lvl, area move gm of Mex-Am war of 1846-7 in which isolated border dispute that grew in scope & eventually stripped Mexico of its substantial holdings in SW. R.Speer'89	91709	WWW Strategy & Tactics	\$14.00	Mint	n	OoP		6				
<b>Rush to Glory, War with Mexico 1846#127</b> w/mag. Strat army lvl, area move gm of Mex-Am war of 1846-7 in which isolated border dispute that grew in scope & eventually stripped Mexico of its substantial holdings in SW. R.Speer'89	28106	WWW Strategy & Tactics	\$16.00	Mint	n	OoP		6				
<b>Sideshow, German East Africa 1914-8 #135</b> w/mag. Complete. Mag folded over. Operational level game of Allied attempt to subdue German forces in German East Africa thruout WWI. Germans use both conventional and guerilla tactics to remain a force in being in the face of massive but lumbering Allied forces. R.Berg'90	91712	WWW Strategy & Tactics	\$30.00	Excell	n	OoP		6				
<b>Tigers are Burning #118</b> w/mag. Smaller, strategic level, nicely balanced, game of Soviet offensive in the Ukraine following Kursk, Aug'43-May'44. RECOMMENDED. T.Bomba'88	67786	WWW Strategy & Tactics	\$30.00	Mint	n	OoP		6				
<b>Tigers are Burning #118</b> w/mag. Strat gm of Soviet recovery of the Ukraine, 43-44. T Bomba	14677	WWW Strategy & Tactics	\$32.00	New	n	OoP		6				

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Specific Condition, Subject, Designer, Year	Only? Part# Publisher Name	Price EA	Flag	Conditn	Type	Print?	Incl	Scale Plyrs
<b>Tsushima, May 1905, Btl of... #130</b> w/mag. Tac naval combat at Tsushima 1904. Lrg BB action w/ good detail. J.Greene '89	25001 WWW Strategy & Tactics	\$15.00		New	n	OoP		1
<b>Tsushima, May 1905, Btl of... #130</b> Game only. Tactical naval combat at Tsushima. Designed by J.Greene.	GmOnly 92709 WWW Strategy & Tactics	\$8.00		Excell	n	OoP		1
<b>WWW Wargamer Magazine</b> (541) 756-4711 10am-9pm PST (866) 690-7879 10am-9pm PST								
<b>Aces High #12</b> w/mag. Entirely strip punched. Includes photocopy of Blue Max exp kit & handdrawn representations of Blue Max counters (not included). Nice, playable and historical gm of WW1 air-air combat. Stats on 56 plane models included. J.Hind'80	90050 WWW Wargamer Magazine	\$22.00		Excell	n	OoP		1
<b>Aces High #12</b> GmOnly. Missing 130 of 200 counters; color countersheet photocopy included. Otherws VGd. Nice, playable and historical gm of WW1 air-air combat. Stats on 56 plane models included. J.Hind'80	GmOnly 89970 WWW Wargamer Magazine	\$4.00		Good	n	OoP		1
<b>Anvil-Dragon, Southwall 1944 #60</b> w/mag. Unique design. Allied invasion of S France & 30-day drive north, Aug-Spt'44, as Germans attempt to stay alive while delaying Allies. L.Cochran'86	47213 WWW Wargamer Magazine	\$19.00		New	n	OoP		4
<b>Anvil-Dragon, Southwall 1944 #60</b> w/mag. Rules separated & rules cover sheet separated from an ad page. Otherws mint. Unique design. Allied invasion of S France & 30-day drive north, Aug-Spt'44, as Germans attempt to stay alive while delaying Allies. L.Cochran'86	91723 WWW Wargamer Magazine	\$17.00		Mint	n	OoP		4
<b>Anvil-Dragon, Southwall 1944 #60</b> w/mag. Entirely strip punched. Unique design. Allied invasion of S France & 30-day drive north, Aug-Spt'44, as Germans attempt to stay alive while delaying Allies. L.Cochran'86	90093 WWW Wargamer Magazine	\$13.00		Excell	n	OoP		4
<b>Birth of a Nation #18</b> w/mag. Tac-Op, co lvl game of the battle of Saratoga, Sep 1777. R.Berg'82	12777 WWW Wargamer Magazine	\$22.00		New	n	OoP		2
<b>Blenheim #4</b> GmOnly. Sml grand tac gm of the Duke of Marlborough's decisive defeat of France & Bavaria, Aug 1704, ending French threat to Vienna. J.Hind'77	GmOnly 92774 WWW Wargamer Magazine	\$45.00		Excell	n	OoP		3
<b>Bloody Keren #59</b> w/mag. Allied inv of Ethiopia, 1941. Focuses on Italian defense of mtn line N of Keren, Jan-Apr. Uses Btls of NA derivitive system at btlm/rgt/brig lvl. V.VonBorries'86	46348 WWW Wargamer Magazine	\$27.00		New	n	OoP	Err	2
<b>Bloody Keren #59</b> w/mag. Entirely strip punched. Allied inv of Ethiopia, 1941. Focuses on Italian defense of mtn line N of Keren, Jan-Apr. Uses Btls of NA derivitive system at btlm/rgt/brig lvl. V.VonBorries'86	90094 WWW Wargamer Magazine	\$19.00		Excell	n	OoP	Err	2
<b>Campaigns of Marlborough #61</b> w/mag. 2 stains on rules. Strat coverage of Flanders & Germany during War of Spanish Succession, 1701-14.	90748 WWW Wargamer Magazine	\$64.00		Mint	n	OoP		4
<b>Campaigns of Marlborough #61</b> w/mag. Missing 4 units; ID & color photocopy of countersheet included. 40% punched. Strat coverage of Flanders & Germany during War of Spanish Succession, 1701-14.	91892 WWW Wargamer Magazine	\$39.00		V.Good	n	OoP		4
<b>Campaigns of Marlborough #61</b> w/mag. Entirely strip punched. Strategic coverage of Flanders & Germany during War of Spanish Succession, 1701-14.	90092 WWW Wargamer Magazine	\$55.00		Excell	n	OoP		4
<b>China Incident #37</b> w/mag. Div/corp lvl gm of war in China before Allied entry in war, 1937-41. L.Cochran'85	49767 WWW Wargamer Magazine	\$20.00		New	n	OoP		6
<b>China Incident #37</b> w/mag. Div/corp lvl gm of war in China before Allied entry in war, 1937-41. L.Cochran'85	68165 WWW Wargamer Magazine	\$19.00		Mint	n	OoP		6
<b>Clash of Empires, 1914 #58</b> w/mag. Corp lvl gm of opening campaign of WW1 in West using pt-pt & hidden move. K.Anderson'86	43995 WWW Wargamer Magazine	\$19.00		Mint	n	OoP		6
<b>Clash of Empires, 1914 #58</b> w/mag. Corp lvl gm of opening campaign of WW1 in West using pt-pt & hidden move. K.Anderson'86	12308 WWW Wargamer Magazine	\$20.00		New	n	OoP		6
<b>Clash of Steel #31</b> w/mag. Corp/army lvl dbl blind gm of entire war in the East. W/ solitaire rules. K.Poulter, L.Coatney'84	12343 WWW Wargamer Magazine	\$12.00		New	n	OoP		6
<b>Condottieri #54</b> w/mag. Chery. Tac lvl btl of Castagnaro, 1387, as Veronese overtake Paduan besiegers in N.Italy. Condottieri means 'mercenary leader'. T.Sundell'86	85111 WWW Wargamer Magazine	\$15.00		Mint	n	OoP		4
<b>Condottieri #54</b> w/mag. Entirely strip punched. Tac lvl btl of Castagnaro, 1387, as Veronese overtake Paduan besiegers in N.Italy. Condottieri means 'mercenary leader'. T.Sundell'86	90099 WWW Wargamer Magazine	\$10.00		Excell	n	OoP	Err	4
<b>Condottieri #54</b> w/mag. Tac Btl of Castagnaro, 1387, between Verona & Padua. T.Sundell'86	12691 WWW Wargamer Magazine	\$15.00		New	n	OoP		4
<b>Custer's Luck #45</b> w/mag. Op lvl game of 7th Cav's Little Big Horn campaign against Sioux & Cheyenne, 1876. 4 scenarios. W/ major errata for MacArthur & End Iron Dream. W.Close'85	13884 WWW Wargamer Magazine	\$17.00		New	n	OoP		4
<b>Duel in the Desert #51</b> w/ mag. Div lvl, dbl blind gm of war in N.Africa '41-2. E.Faust'86	63372 WWW Wargamer Magazine	\$17.00		New	n	OoP		6
<b>Duel in the Desert #51</b> w/ mag. Div lvl, dbl blind gm of war in N.Africa '41-2. E.Faust'86	88962 WWW Wargamer Magazine	\$15.00		Mint	n	OoP		6
<b>Duel in the Desert #51</b> w/ mag. Entirely strip punched. Div lvl, dbl blind gm of war in N.Africa '41-2. E.Faust'86	90097 WWW Wargamer Magazine	\$9.00		Excell	n	OoP	Err	6
<b>Dynamo, Dunkirk 1940 #53</b> w/mag. Entirely strip punched. Div lvl German drive accross N.France & Belgium to the coast, May 1940. Beautiful map of France & low countries. Special rules for blitzkrieg, airpower, sea evacuation. 2 scenarios. T.Bomba'86	90112 WWW Wargamer Magazine	\$27.50		Excell	n	OoP		4
<b>End of the Iron Dream #42</b> w/mag. Chery. The fall of nazi Germany during the last year of WW2 on 3 fronts, Jun'44-May'45. T.Bomba'85	85133 WWW Wargamer Magazine	\$21.00		Mint	n	OoP	Err	6
<b>End of the Iron Dream #42</b> w/mag. Entirely strip punched. The fall of nazi Germany during the last year of WW2 on 3 fronts, Jun'44-May'45. T.Bomba'85	90087 WWW Wargamer Magazine	\$15.00		Excell	n	OoP		6
<b>End of the Iron Dream #42</b> w/mag. The fall of nazi Germany during the last year of WW2 on 3 fronts, Jun'44-May'45. T.Bomba'85	12505 WWW Wargamer Magazine	\$22.00		New	n	OoP		6

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Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Flag	Conditn	Type	Print?	Incl	Scale	Plyrs
<b>Fallen Eagle, Battle of Khe Sahn #62</b> w/mag. Entirely strip punched. Last Wargamer V.1 issue. Bitter btl for Khe Sahn, '68, co/pltn lvl, that proved to be a feint preceeding attack on Hue. P.Moore'87		90091	WWW Wargamer Magazine	\$29.00		Excell	n	OoP			2
<b>Fight on the Beaches #40</b> w/mag. Cherry. Btl/rgt lvl gm of Op Sealion in SE England, Autumn 1940. Germans drive for London while maintaining secure logistics & local air superiority. T.Sundell, J.Lambshhead'85		85135	WWW Wargamer Magazine	\$15.00		Mint	n	OoP			4
<b>Fight on the Beaches #40</b> w/mag. Op Sealion in SE England, 1940. Btl lvl. T.Sundell, J.Lambshhead'85		12537	WWW Wargamer Magazine	\$16.00		New	n	OoP			4
<b>First Team #56</b> w/mag. Solitaire gm of 1st AirCav blocking of NVA offensive across central highlinds of s Vietnam '65. M Joslyn'86		58845	WWW Wargamer Magazine	\$25.00		New	n	OoP			4
<b>Glory Road #52</b> w/mag. Cherry. Rgt lvl gm of First Bull Run, July'61. First in 3W's abortive North & South series. K.Poulter'86		67912	WWW Wargamer Magazine	\$10.00		Mint	n	OoP			4
<b>Glory Road #52</b> w/mag. Rgt lvl gm of First Bull Run, July'61. First in 3W's abortive North & South series. K.Poulter'86		85141	WWW Wargamer Magazine	\$10.00		Mint	n	OoP			4
<b>Glory Road #52</b> w/mag. Entirely strip punched. Rgt lvl gm of First Bull Run, July'61. First in 3W's abortive North & South series. K.Poulter'86		90100	WWW Wargamer Magazine	\$5.00		Excell	n	OoP			4
<b>Glory Road #52</b> w/mag. First Bull Run, '61, @ rgt lvl. K Poulter'86		12646	WWW Wargamer Magazine	\$11.00		New	n	OoP			4
<b>Hell Hath No Fury #38</b> w/mag. Rules separated. Strat gm of Boudica's revolt thruout Britain against Romans, 60AD. Rebels must rally support & ambush Romans to keep initiative. T.Sundell'85		91063	WWW Wargamer Magazine	\$45.00		Mint	n	OoP			6
<b>Hell Hath No Fury #38</b> GmOnly. Rules scenarios highlighted in red & mildly soiled. Charts cut from maps. Strat gm of Boudica's revolt thruout Britain against Romans, 60AD. Rebels must rally support & ambush Romans to keep initiative. T.Sundell'85	GmOnly	67082	WWW Wargamer Magazine	\$15.00		V.Good	n	OoP			6
<b>Hellfire Pass #39</b> w/mag. Entirely strip punched. British Battleaxe and Brevity offensives in N.Africa, May-Jun 41, using Btls of N.Africa system. Von Borries'85		90072	WWW Wargamer Magazine	\$12.50		Excell	n	OoP			2
<b>Hellfire Pass #39</b> w/mag. British Battleaxe and Brevity offensives in N.Africa, May-Jun 41, using Btls of N.Africa system. Von Borries'85		12431	WWW Wargamer Magazine	\$20.00		New	n	OoP			2
<b>Holy Roman Empire #33</b> w/mag. Cherry. 2-6 player, Kingmaker-like game of 30yrs war thruout central Europe. Simple & raucous. Played with cards & counters on a smallish map of Europe. M.McLaughlin'84		77937	WWW Wargamer Magazine	\$45.00		Mint	n	OoP			8
<b>Khyber Rifles #34</b> w/mag. Cherry. 7scen tac gm of British encounters w/ fierce frontier tribesman in Afghanistan, 1870-89. E.Furey'84		67906	WWW Wargamer Magazine	\$25.00		Mint	n	OoP			2
<b>Khyber Rifles #34</b> w/mag. Entirely strip punched. 7scen tac gm of British encounters w/ fierce frontier tribesman in Afghanistan, 1870-89. E.Furey'84		90074	WWW Wargamer Magazine	\$18.00		Excell	n	OoP			2
<b>Khyber Rifles #34</b> w/mag. 7scen tac gm of British encounters w/ fierce frontier tribesman in Afghanistan, 1870-89. E.Furey'84		12352	WWW Wargamer Magazine	\$27.50		New	n	OoP			2
<b>Knights of Justice, Siege of Malta #50</b> w/mag. Rules separated, otherws cherry. Muslims besiege the key island of Malta 1565. Operational level. C.Bruce'86		52395	WWW Wargamer Magazine	\$46.00		Mint	n	OoP			4
<b>Knights of Justice, Siege of Malta #50</b> w/mag. Cherry. Muslims besiege Malta 1565. C.Bruce'86		67769	WWW Wargamer Magazine	\$49.00		Mint	n	OoP			4
<b>Knights of Justice, Siege of Malta #50</b> w/mag. Entirely strip punched. Muslims besiege Malta 1565. C.Bruce'86		90098	WWW Wargamer Magazine	\$36.00		Excell	n	OoP			4
<b>Lawrence of Arabia #24</b> w/mag. Op lvl gm of British offensive into Syria, Fall 1918, w/ Arabian guerillas. 4 scen. RECOMMENDED. R.Nord'83		85148	WWW Wargamer Magazine	\$30.00		Mint	n	OoP			4
<b>Lawrence of Arabia #24</b> w/mag. Op lvl gm of British offensive into Syria, Fall 1918, w/ Arabian guerillas. 4 scen. R Nord'83		12807	WWW Wargamer Magazine	\$32.00		New	n	OoP			4
<b>Lawrence of Arabia #24</b> GmOnly. Op lvl gm of British offensive into Syria, Fall 1918, w/ Arabian guerillas. 4 scen. RECOMMENDED. R.Nord'83	GmOnly	87909	WWW Wargamer Magazine	\$23.00		Mint	n	OoP			4
<b>Little Round Top #20</b> w/mag. 3scen tac lvl gm of Hood's assault on Devil's Den & Lt Rnd Top, 2Jul63. Martin & Milman'82		12794	WWW Wargamer Magazine	\$15.00		New	n	OoP	Err		2
<b>Lodz 1914, Blitzkrieg in the East #29</b> w/Mag. German Nov'14 4-corp encircling action which was itself encircled by Russian reinf near Warsaw. D.Bolt'84		46342	WWW Wargamer Magazine	\$16.00		New	n	OoP			4
<b>Lodz 1914, Blitzkrieg in the East #29</b> w/Mag. German Nov'14 4-corp encircling action which was itself encircled by Russian reinf near Warsaw. D.Bolt'84		85113	WWW Wargamer Magazine	\$15.00		Mint	n	OoP			4
<b>Lodz 1914, Blitzkrieg in the East #29</b> w/Mag. Entirely strip punched. German Nov'14 4-corp encircling action which was itself encircled by Russian reinf near Warsaw. D.Bolt'84		90066	WWW Wargamer Magazine	\$10.00		Excell	n	OoP			4
<b>MacArthur, Road to Bataan #44</b> w/mag. Cherry. Btl/rgt lvl gm of Jap. invasion of Luzon, Phillipines, Winter 1941. Sml Jap. force must sieze control of island with key facilities from ill-equipped but larger garrison. Garish map! J.Green'85		92125	WWW Wargamer Magazine	\$9.00		Mint	n	OoP	Err		4
<b>MacArthur, Road to Bataan #44</b> w/mag. Btl/rgt lvl gm of Jap. invasion of Luzon, Phillipines, Winter 1941. Sml Jap. force must sieze control of island with key facilities from ill-equipped but larger garrison. Garish map! J.Green'85		13834	WWW Wargamer Magazine	\$10.00		New	n	OoP	Err		4
<b>Marston Moor #7</b> w/mag. Entirely strip punched. Rules separated. Grand tac gm of larges btl of English Civil War that decided alligience of north of England, July 1644. B.Pollard'78		90053	WWW Wargamer Magazine	\$22.00		Excell	zl	OoP			2
<b>Napoleon &amp; the Archduke Charles #49</b> w/mag. Couple of sml marrs on mag cover. Battle of Aspern-Essling, May 1809, at rgt lvl. Austrians attempt to avenge its previous defeats & exploit Nap's involvement in Spain. First of Nappy's losses. K.Poulter'86		90745	WWW Wargamer Magazine	\$20.00		Mint	n	OoP			4
<b>Napoleon &amp; the Archduke Charles #49</b> w/mag. Entirely strip punched. Battle of Aspern-Essling, May 1809, at rgt lvl. Austrians attempt to avenge its previous defeats & exploit Nap's involvement in Spain. First of Nappy's losses. K.Poulter'86		90079	WWW Wargamer Magazine	\$15.00		Excell	n	OoP			4

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Game Title (& Edition or Issue #) Specific Condition, Subject, Designer, Year	Game			Cash-Basis Price EA	Ship Surcharge Flag	General Conditn	Box Type	Out-of Print?	Errata Incl	Game #-of Scale	Plys
	Only?	Part#	Publisher Name								
<b>Napoleon &amp; the Archduke Charles #49</b> w/mag. Btl Aspern-Essling, May 1809. French v Austrians. K Poulter'86		12612	WWW Wargamer Magazine	\$22.00		New	n	OoP			4
<b>Napoleon at Austerlitz #17</b> w/mag. Entirely strip punched. Nap's Dec 1805 victory over combined Austrian & Russian force. J.Hind, K.Poulter'81		90061	WWW Wargamer Magazine	\$18.00		Excell	n	OoP			4
<b>Napoleon at Lutzen #32</b> w/mag. Battle that opened the 1813 campaign in May as a mixed force of Russians & Prussians attack French flank piecemeal. Nappy attempts to defeat them in detail. Brig lvl. B.McWilliams'84		85101	WWW Wargamer Magazine	\$24.00		Mint	n	OoP	Err		2
<b>Napoleon at Lutzen #32</b> w/mag. Battle that opened the 1813 campaign in May as a mixed force of Russians & Prussians attack French flank piecemeal. Nappy attempts to defeat them in detail. Brig lvl. B.McWilliams'84		92778	WWW Wargamer Magazine	\$16.00		Excell	n	OoP			2
<b>Napoleon at Lutzen #32</b> w/mag. May 1813 Allied attack on French flanks. McWilliams'84		12292	WWW Wargamer Magazine	\$25.00		New	n	OoP			2
<b>Napoleon at Lutzen #32</b> GmOnly. Btl that opened the 1813 campaign in May as a mixed force of Russians & Prussians attack French flank piecemeal. Brig lvl. B.McWilliams'84	GmOnly	66836	WWW Wargamer Magazine	\$18.00		Mint	n	OoP			2
<b>Never Call Retreat #25</b> w/mag. Rgt lvl, grand tac gm of 1st day @ Gettysburg, 1Jul63, on which the Union wins the high ground. G.Schandel'83		85149	WWW Wargamer Magazine	\$20.00		Mint	n	OoP			4
<b>Never Call Retreat #25</b> w/mag. Unit IDs partially or completely cutoff on backside (only) on ~20 units. Grand tac gm of 1st day @ Gettysburg, 1Jul63.		12830	WWW Wargamer Magazine	\$10.00		New	n	OoP			4
<b>Never Call Retreat #25</b> w/mag. Unit IDs partially or completely cutoff on backside (only) of ~24 units. Grand tac gm of 1st day @ Gettysburg, 1Jul63.		12822	WWW Wargamer Magazine	\$12.00		New	n	OoP			4
<b>Never Call Retreat #25</b> w/mag. Unit IDs partially or completely offset onto other counters on backside (only) of about 10 units. Grand tac gm of 1st day @ Gettysburg, 1Jul63.		12829	WWW Wargamer Magazine	\$12.00		New	n	OoP			4
<b>Never Call Retreat #25</b> w/mag. Entirely strip punched. Rgt lvl, grand tac gm of 1st day @ Gettysburg, 1Jul63, on which the Union wins the high ground. G.Schandel'83		90069	WWW Wargamer Magazine	\$13.00		Excell	n	OoP			4
<b>Never Call Retreat #25</b> w/mag. Unit IDs on backsides (only) of 11 units partially or completely cutoff. Grand tac gm of 1st day @ Gettysburg, 1Jul63.		12826	WWW Wargamer Magazine	\$13.00		New	n	OoP			4
<b>Never Call Retreat #25</b> w/mag. Unit IDs partially cutoff on backside (only) of 4 units. Grand tac gm of 1st day @ Gettysburg, 1Jul63.		12828	WWW Wargamer Magazine	\$15.00		New	n	OoP			4
<b>Never Call Retreat #25</b> w/mag. Unit name half cutoff on backside of 2 counters. Grand tac gm of 1st day @ Gettysburg, 1Jul63.		12821	WWW Wargamer Magazine	\$16.00		New	n	OoP			4
<b>Never Call Retreat #25</b> w/mag. Unit IDs partially cutoff on backside (only) of 2 units. Grand tac gm of 1st day @ Gettysburg, 1Jul63.		12827	WWW Wargamer Magazine	\$16.00		New	n	OoP			4
<b>No Trumpets, No Drums #22</b> W/mag. Rules highlighted in yellow; otherws Mint. America's Vietnam War '65-75 in 7 scenarios. Emphasis on political consequences of military actions. M.McLaughlin		84574	WWW Wargamer Magazine	\$39.00		Mint	n	OoP			6
<b>No Trumpets, No Drums #22</b> W/mag. Entirely strip punched. America's Vietnam War '65-75 in 7 scenarios. Emphasis on political consequences of military actions. M.McLaughlin		90065	WWW Wargamer Magazine	\$30.00		Excell	n	OoP			6
<b>O'Connors Offensive #41</b> w/mag. Cherry. Decisive British attack that routed Italians from N.Africa, 1940, using Btl of NAfrica system. V.von Borries.		85132	WWW Wargamer Magazine	\$15.00		Mint	n	OoP			2
<b>O'Connors Offensive #41</b> w/mag. Decisive British attack that routed Italians from N.Africa, 1940, using Btl of NAfrica system. V.von Borries.		92777	WWW Wargamer Magazine	\$11.00		Excell	n	OoP			2
<b>O'Connors Offensive #41</b> w/mag. Decisive British attack that routed Italians from N.Africa, 1940, using Btl of NAfrica system. V.von Borries.		12468	WWW Wargamer Magazine	\$18.00		New	n	OoP			2
<b>Okinawa #55</b> w/mag. Large game of the invasion of Okinawa and the difficult fight for every foot of the island making this the bloodiest battle in the Pacific. Co/btl lvl. R.Nord'86		84559	WWW Wargamer Magazine	\$55.00		Mint	n	OoP			2
<b>Peter the Great #27</b> w/mag. Decisive btl of Poltava, 1709, that marked rise of Russia. Lesnaja add-on printed in issue #30. P.Englund'83		85114	WWW Wargamer Magazine	\$17.00		Mint	n	OoP			2
<b>Peter the Great #27</b> w/mag. Entirely strip punched. Decisive btl of Poltava, 1709, that marked rise of Russia. Lesnaja add-on printed in issue #30. P.Englund'83		90063	WWW Wargamer Magazine	\$13.00		Excell	n	OoP			2
<b>Peter the Great #27</b> w/mag. Btl of Poltava, 1709, that marked rise of Russia. Lesjenka add-on printed in issue #30. Englund'83		12862	WWW Wargamer Magazine	\$19.00		New	n	OoP			2
<b>Race for Tunis #57</b> w/mag. Entirely strip punched. Axis meet Allied forces in N Tunisia, Nov-Dec'42. Co/btl lvl of this confused period just after Torch lvl as Allies attempt to capture DAK's supply head. D.Bolt, G.Helmer'86		90096	WWW Wargamer Magazine	\$10.00		Excell	n	OoP			2
<b>Race for Tunis #57</b> w/mag. Axis meet Allied forces in N Tunisia, Nov-Dec'42. D.Bolt, G.Helmer'86		12728	WWW Wargamer Magazine	\$16.00		New	n	OoP			2
<b>Race to the Meuse #26</b> w/mag. Op lvl gm of turning pt of bulge offensive for 5th Pzr Arme, 22-27 Dec @ btl lvl, 3 scen. '83		12848	WWW Wargamer Magazine	\$12.00		New	n	OoP			4
<b>Race to the Meuse #26</b> GmOnly. Op lvl gm of turning pt of bulge offensive for 5th Pzr Arme, 22-27 Dec @ btl lvl, 3 scen. B.McWilliams'83	GmOnly	89960	WWW Wargamer Magazine	\$8.00		Mint	n	OoP			4
<b>Red Baron #48</b> w/mag. Cherry. Elaboration on Aces Hi system depicting air-air combat thruout WW1 using 56 aircraft types. For 2 players or teams. J.Hind'85		88961	WWW Wargamer Magazine	\$9.00		Mint	n	OoP			1
<b>Red Baron #48</b> w/mag. Elaboration on Aces Hi system depicting air-air combat during WW1. J.Hind'85		12598	WWW Wargamer Magazine	\$10.00		New	n	OoP			1
<b>Rise of the House of Sa'ud #46</b> w/mag. 2 player gm of the formation of Saudi Arabia in '20s as multiple factions duke it out. Uses a variation of House Divided system. R.Markham, M.Seaman'85		13924	WWW Wargamer Magazine	\$10.00		New	n	OoP			6
<b>Stars &amp; Bars #30</b> w/mag. Brig lvl gm of the btl of Perryville KY, Oct 1862. Also includes Lesnaja add-on kit for Peter the Great #27: map, rules, counters; & 3 maps/scenarios & rules for SqdLdr Pacific variant. Von Borries / P.Englund / B.Wilder'84		85150	WWW Wargamer Magazine	\$17.00		Mint	n	OoP			3

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game #-of
Specific Condition, Subject, Designer, Year	Only? Part# Publisher Name	Price EA	Surcharge	Conditn	Type	Print?	Incl	Scale
			Flag					Plyrs
<b>Stars &amp; Bars #30</b> GmOnly. Includes Peter the Great Lesjenka variant rules & map but counters removed. Otherws complete. Brig lvl gm of the btl of Perryville KY, Oct 1862. P.Englund '84	GmOnly 83299 WWW Wargamer Magazine	\$10.00		V.Good	n	OoP		3
<b>Struggle for Stalingrad #47</b> w/mag. Entirely strip punched. Sml, div lvl area move game of German attempt to capture Stalingrad, Spt-Nov'42. C.Baslund'85	90081 WWW Wargamer Magazine	\$13.00		Excell	n	OoP		4
<b>Struggle for Stalingrad #47</b> w/mag. Sml, div lvl area move game of German attempt to capture Stalingrad, Spt-Nov'42. C.Baslund'85	13961 WWW Wargamer Magazine	\$20.00		New	n	OoP		4
<b>Sturm Nach Osten #19</b> GmOnly. 2 games in 1: basic & advanced games, ea w/ own counters, 4 scenarios & campaign game. Mod complex corp/army lvl game of entire war in East. L.Coatney'82	GmOnly 92173 WWW Wargamer Magazine	\$20.00		Excell	n	OoP	Err	6
<b>Unconditional Surrender #36</b> w/mag. Cherry. Confed attempt to prevent/lift siege of Ft Donelson, Feb62. rgt lvl. J Southard'84	85142 WWW Wargamer Magazine	\$15.00		Mint	n	OoP		2
<b>Unconditional Surrender #36</b> w/mag. Confed attempt to prevent/lift siege of Ft Donelson, Feb62. rgt lvl. J Southard'84	12386 WWW Wargamer Magazine	\$18.00		New	n	OoP		2
<b>Unconditional Surrender #36</b> GmOnly. Confed attempt to prevent/lift siege of Ft Donelson, Feb62. rgt lvl. J Southard'84	GmOnly 66834 WWW Wargamer Magazine	\$13.00		Mint	n	OoP		2
<b>Wellington v. Massena #43</b> w/mag. Btl of Fuentes de Onoro, French attempt to lift Wellington's siege of Almeida, Portugal, May 1811. Sml, tac lvl gm. Includes HRE#33 errata. P.Dangel'85	67909 WWW Wargamer Magazine	\$11.00		Mint	n	OoP	Err	2
<b>Wellington v. Massena #43</b> w/mag. French attempt to lift Well's siege of Almeida, Portugal, May 1811.	12569 WWW Wargamer Magazine	\$12.00		New	n	OoP		2
<b>West Wall #35</b> w/mag. Dbl blind game of allied drive into Germany, Spt'44 - Feb'45. Really UGLY map. T.Bomba'84	85102 WWW Wargamer Magazine	\$13.00		Mint	n	OoP		6
<b>West Wall #35</b> w/mag. Entirely strip punched. Dbl blind game of allied drive into Germany, Spt'44 - Feb'45. Really UGLY map. T.Bomba'84	90075 WWW Wargamer Magazine	\$7.50		Excell	n	OoP		6
<b>West Wall #35</b> w/mag. Dbl blind game of allied drive into Germany, Spt'44 - Feb'45. Really UGLY map. T Bomba.	12370 WWW Wargamer Magazine	\$14.00		New	n	OoP		6
<b>XTR: Command Magazine</b>		(541) 756-4711 10am-9pm PST		(866) 690-7879 10am-9pm PST				
<b>1914, Glory's End #29</b> w/mag. Turn seq/Victory pt Chart discolored by sun or ink bleed. 1914 in the West at corp lvl, Spt-Nov 1914. Good game. T.Raicer'94	91171 XTR: Command Magazine	\$35.00		Mint	n	OoP		6
<b>1918, Storm in the West #16</b> GmOnly. Div lvl war in the West during last 9 months of WWI. Tanks & strosstruppen.	GmOnly 45865 XTR: Command Magazine	\$24.00		New	n	OoP		4
<b>Across the Potomac #30</b> w/mag & var counters for 1914 (2), Seven Seas (1). Div lvl game of the 1863 campaign in the East, June-July, from PA to VA. Double-blind system (w/option to ignore it). Fairly simple. B.Knight'94	17748 XTR: Command Magazine	\$23.00		New	n	OoP	Err	4
<b>Across the Potomac #30</b> w/mag & var counters for 1914 (2), Seven Seas (1). Div lvl game of the 1863 campaign in the East, June-July, from PA to VA. Double-blind system (w/option to ignore it). Fairly simple. B.Knight'94	18643 XTR: Command Magazine	\$22.00		Mint	n	OoP	Err	4
<b>Antietam #22</b> w/mag. w/ variant/errata counters for Smitereens (18), Victory in Normandy (6), Port Arthur (2). 1 <sup>st</sup> marr on rules cover & text of article (p41); no text lost. Sun discoloration to v.narrow strip at top of all rules pages & spine. Union army catches confeds in w/ their back to a river, resulting in bloodiest day in US history, Spt 1862. J.Southard'92	91173 XTR: Command Magazine	\$25.00		Mint	n	OoP		2
<b>Back to Iraq 2nd / Warmastr Chess v2 #50</b> w/mag. Revision of '93 game in which the US & allies return to squash Iraq once & for all. Div/corp level, w/ 2day turns, 17mi hexes. Armies & political situations are updated to reflect current reality. T.Bomba'99 / Warmaster is a stand-alone game providing yet more of those chess variants the market is clammering for... T.Bomba'99	50746 XTR: Command Magazine	\$16.00		New	n	OoP		4
<b>Back to Iraq 2nd / Warmastr Chess v2 #50</b> w/mag. Revision of '93 game in which the US & allies return to squash Iraq once & for all. Div/corp level, w/ 2day turns, 17mi hexes. Armies & political situations are updated to reflect current reality. T.Bomba'99 / Warmaster is a stand-alone game providing yet more of those chess variants the market is clammering for... T.Bomba'99	91176 XTR: Command Magazine	\$15.00		Mint	n	OoP		4
<b>Blitzkrieg 1941 #1</b> w/mag. Rules separated, otherws cherry. First yr of war in USSR. Same system as Tigers Are Burning & Sunrise of Victory. Good game.	52403 XTR: Command Magazine	\$60.00		Mint	n	OoP		6
<b>Blood &amp; Iron #21</b> w/mag. Decisive btl of Koniggratz in 7Wks War, July 1866, between Austria & Prussia. w/ 6 Tet & 24 Gettysburg var counters.	16772 XTR: Command Magazine	\$16.00		New	n	OoP		4
<b>Budapest '45 #31</b> w/mag. All variant counters for other gms removed. Missing 24 supply markers (only); otherws complete & clean. Rgt lvl gm of Jan'45 last gasp German offensives attempting to relieve large pocket of Germans in Budapest. Includes err/var counters for 1914 (1), Acr Potomoc (4), Lion of Ethiopia/Tiger of China (10). '94	80100 XTR: Command Magazine	\$25.00		Excell	n	OoP		4
<b>Buena Vista, Btl of / Moscow Burning #40</b> w/mag. Two games: MB is a game of open civil war in the Russian republic should liberalization fail. Brig/div lvl. T Bomba'96 / BV is a brig/rgt lvl gm of Santa Anna's attempt to defeat Taylor's northern army before turning south to stop the US's invasion of central Mexico, Feb 1847. R.Pfst'96	84939 XTR: Command Magazine	\$16.00		Mint	n	OoP		Z
<b>Buena Vista, Btl of / Moscow Burning #40</b> w/mag. Two games: MB is a game of open civil war in the Russian republic should liberalization fail. Brig/div lvl. T Bomba'96 / BV is a brig/rgt lvl gm of Santa Anna's attempt to defeat Taylor's northern army before turning south to stop the US's invasion of central Mexico, Feb 1847. R.Pfst'96	22262 XTR: Command Magazine	\$19.00		New	n	OoP		Z
<b>Bunker Hill #32</b> w/mag. Rgt lvl gm of the initial firefights around Boston, 1775. W.Marsh'95	30096 XTR: Command Magazine	\$18.00		New	n	OoP		2
<b>Bunker Hill #32</b> GmOnly. Rules are photocopies. Rgt lvl gm of the initial firefights around Boston, 1775. W.Marsh'95	GmOnly 48850 XTR: Command Magazine	\$12.00		New	n	OoP		2
<b>Chattanooga, Death Knell of Confed. #43</b> w/mag & 1 err counter for each of Hell Before Night & Wave of Terror. Larger, 2 map, 500 counter grand tac game of the battle for Chattanooga, Nov 1863. A sustained union offensive must break the Confed siege of this key rail junction. C.Perello'97	22289 XTR: Command Magazine	\$19.00		New	n	OoP	Err	3
<b>Czechoslovakia 1938 #24</b> w/mag. What if Germany invaded Czech. in 1938? Good Game.	77040 XTR: Command Magazine	\$20.00		New	n	OoP		4
<b>Czechoslovakia 1938 #24</b> GmOnly. What if Germany invaded Czech. in 1938? Good Game.	GmOnly 53043 XTR: Command Magazine	\$15.00		New	n	OoP		4

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See page 33 for an explanation of the various codes & column data used in this catalog.											
<b>Dark Victory / Second Front Now #44</b> w/mag. Two games: Dark Victory, Btl of the Alamo, covers the 90 min. storming of the Alamo, 1836, at a squad/platoon level. Second Front Now simulates the hypothetical cross-channel invasion in 1943 at Calais or Le Harve. D.Bishop / J.Gordon '97		22293	XTR: Command Magazine	\$24.00		New	n	OoP			2
<b>Desert Storm #13</b> GmOnly. Errata counters from later issues not included. Counters v.neatly clipped. 1-2 player op lvl gm of Kuwati War assuming Iraqi competence.	GmOnly	92179	XTR: Command Magazine	\$12.00		Excell	n	OoP			4
<b>End of the Empire #46</b> w/mag. 2 map, 560 counter game of the French & Indian War as well as the American Revolution from Nova Scotia to New Orleans. 9 scenarios including an intro, 1 covering the French & Indian War of 1759, and 7 yearly or campaign scenarios for the Am Rev. Mag includes Command index thru this issue. W.Marsh'97		93361	XTR: Command Magazine	\$32.00		Mint	n	OoP			6
<b>End of the Empire #46</b> GmOnly. 2 map, 560 counter game of the French & Indian War as well as the American Revolution from Nova Scotia to New Orleans. 9 scenarios including an intro, 1 covering the French & Indian War of 1759, and 7 yearly or campaign scenarios for the Am Rev. Mag includes Command index thru this issue. W.Marsh'97	GmOnly	48939	XTR: Command Magazine	\$16.00		New	n	OoP			6
<b>Fire Next Time / WarMaster III #51</b> w/mag. A timely look at the possibility of renewed hot war between two feuding neighbors, India & Pakistan, in the Asian subcontinent. Small div lvl game w/35mi hex, 2 day turns. T.Bomba'99 / Warmaster continues the series of chess variation (or continues to flog a dead horse). D.Elliott'99		53052	XTR: Command Magazine	\$19.00		New	n	OoP			4
<b>Fire Next Time / WarMaster III #51</b> GmOnly. A timely look at the possibility of renewed hot war between two feuding neighbors, India & Pakistan, in the Asian subcontinent. Small div lvl game w/35mi hex, 2 day turns. T.Bomba'99 / Warmaster continues the series of chess variation (or continues to flog a dead horse). D.Elliott'99	GmOnly	55097	XTR: Command Magazine	\$15.00		New	n	OoP			4
<b>Gettysburg, Lee's Greatest Gamble #17</b> w/mag. Large scale, simpler gm of btl of Gettysburg, 1-4 July 1962. C.Perello'92		73485	XTR: Command Magazine	\$24.00		New	n	OoP			4
<b>Gettysburg, Lee's Greatest Gamble #17</b> GmOnly. Includes 34 errata counters from #21. Counters neatly clipped. Large scale, simpler gm of btl of Gettysburg, 1-4 July 1863. C.Perello'92	GmOnly	92199	XTR: Command Magazine	\$17.50		Excell	n	OoP			4
<b>Gettysburg, Lee's Greatest Gamble #17</b> GmOnly. Large scale, simpler gm of btl of Gettysburg, 1-4 July 1863. C.Perello'92	GmOnly	92194	XTR: Command Magazine	\$22.50		Mint	n	OoP			4
<b>Great War in Europe #33</b> GmOnly. Huge 2map, 1200 counter div lvl gm of the Great War in Europe on all Central European fronts. Certainly destined to be a collectors item. T.Racier'95	GmOnly	79133	XTR: Command Magazine	\$39.00		Mint	n	OoP			6
<b>Great War in the Near East #38</b> w/mag. Includes 40 errata counters for Mason-Dixon. Div lvl gm of WW1 in Palestine, Iraq & on the Turkish Front. Stand alone gm that also mates w/the Great War in Europe. T.Racier'96		84936	XTR: Command Magazine	\$24.00		Mint	n	OoP			6
<b>Great War in the Near East #38</b> w/mag. Div lvl gm of WW1 in Palestine, Iraq & on the Turkish Front. Stand alone gm that also mates w/the Great War in Europe. T.Racier'96		37529	XTR: Command Magazine	\$25.00		New	n	OoP			6
<b>Great War in the Near East #38</b> GmOnly. Div lvl gm of WW1 in Palestine, Iraq & on the Turkish Front. Stand alone gm that also mates w/the Great War in Europe. T.Racier'96	GmOnly	45884	XTR: Command Magazine	\$17.00		New	n	OoP			6
<b>Grunwald 1410 #52</b> w/mag. Grand tactical battle between the allied forces of Poland & Lithuania that decisively defeated the Teutonic Knights near present day Tannenberg in 1410. 150yd/hes, 30min turns, regt units. Simple game system. W/ yet more Warmaster Chess variants. T.Raicer'99		53059	XTR: Command Magazine	\$25.00		New	n	OoP			3
<b>Hell Before Night / Blitzkrieg 1940 #42</b> w/mag. w/5 Wave of Terror errata counters, 1 Moscow Burning marker, and 8 Buena Vista err counters. HBN is the battle of Shiloh at reg lvl, modest rules & moderate complexity. C.Perello'97 / B1940 is a div lvl game of the German attack in the West that crush Franch in ten days. Historical scenario plus a what-if the French had attacked while Germany was tied up in Poland. T.Bomba'97		84941	XTR: Command Magazine	\$19.00		Mint	n	OoP			4
<b>Hell Before Night / Blitzkrieg 1940 #42</b> w/mag. w/5 Wave of Terror errata counters, 1 Moscow Burning marker, and 8 Buena Vista err counters. HBN is the battle of Shiloh at reg lvl, modest rules & moderate complexity. C.Perello'97 / B1940 is a div lvl game of the German attack in the West that crush Franch in ten days. Historical scenario plus a what-if the French had attacked while Germany was tied up in Poland. T.Bomba'97		22277	XTR: Command Magazine	\$20.00		New	n	OoP	Err		4
<b>Hougoumont, Rock of Waterloo #11</b> w/mag. 1 Alexandros variant counter removed. French diversionary attack becomes a morass on final day of Waterloo. Tac lvl. R.Breaun, S.McEvoy'91		52583	XTR: Command Magazine	\$28.00		Excell	n	OoP			2
<b>Hougoumont, Rock of Waterloo #11</b> w/mag. Variant counter for Alexandros (1) included. French diversionary attack becomes a morass on final day of Waterloo. Tac lvl. R.Breaun, S.McEvoy'91		87214	XTR: Command Magazine	\$35.00		Mint	n	OoP			2
<b>Hougoumont, Rock of Waterloo #11</b> w/mag. Variant counter for Alexandros (1) included. French diversionary attack becomes a morass on final day of Waterloo. Tac lvl. R.Breaun, S.McEvoy'91	GmOnly	92168	XTR: Command Magazine	\$33.00		Mint	n	OoP			2
<b>I Am Spartacus, War of Gladiators #15</b> W/mag. w/3 Desert Storm errata counters. Rome v massive slave revolt using area move, 73-71BC. Markowicz'92	GmOnly	92169	XTR: Command Magazine	\$25.00		Mint	n	OoP			6
<b>Inchon #9</b> w/mag. W/ 20 variant counters for Krim, NNN, BG, MB, & TTW. J.Werbaneth'91		20751	XTR: Command Magazine	\$32.00		New	n	OoP			4
<b>Iron Dream, War in Russia 1941-2 #53</b> w/Mag. Corp/army level game of bulk of the first 2 years the east, Oct'41 thru Nov'42, from Leningrad to Stalingrad/Rostov. A good, simpler game of tug of war, complete w/ a reasonable number of special rules for flavor. Players fight for possession of key terrain. T.Bomba'00 / Also includes Warmaster Chess 2000, which adds yet more variants for the game no one plays (tho it isn't a bad diversion). T.Bomba'00		53078	XTR: Command Magazine	\$25.00		New	n	OoP			6
<b>Iron Dream, War in Russia 1941-2 #53</b> GmOnly. Corp/army level game of bulk of the first 2 years the east, Oct'41 thru Nov'42, from Leningrad to Stalingrad/Rostov. A good, simpler game of tug of war, complete w/ a reasonable number of special rules for flavor. Players fight for possession of key terrain. T.Bomba'00 / Also includes Warmaster Chess 2000, which adds yet more variants for the game no one plays (tho it isn't a bad diversion). T.Bomba'00	GmOnly	55110	XTR: Command Magazine	\$15.00		New	n	OoP			6
<b>Kadesh #7</b> w/mag. 1" tear on center margin of all rules pages. W/ variant counters for Lion of Ethiopia (31) & Miss Banzai (1). Won C. Roberts award for best pre-WW2 & best graphics in '90. Grand tactical combat at a pre-biblical battle in the middle east. 100m/hex, 30min turns. G.Dickens'90		90742	XTR: Command Magazine	\$52.00		Mint	n	OoP			2
<b>Like Lions They Fought #28</b> Gm only. Strat lvl gm of Brit inv & destruction of Zululand, 1879. D.Bishop'94	GmOnly	22219	XTR: Command Magazine	\$18.00		New	n	OoP			6
<b>Mason-Dixon #35</b> GmOnly, and only 1 of 2 games from issue. w/errata counters for Blood & Iron (2), Fateful Lightning (20). MD assumes the South won the Am Civ War & both nations grow peacefully until both nations seek to expand via military means. Div lvl w/ air & naval units. 2 scenarios, 1940s & 1995. C.Perello'95	GmOnly	48859	XTR: Command Magazine	\$20.00		New	n	OoP			6

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Game Title (& Edition or Issue #)	Game	Cash-Basis	Ship	General	Box	Out-of	Errata	Game	#-of		
Specific Condition, Subject, Designer, Year	Only?	Part#	Publisher Name	Price EA	Flag	Conditn	Type	Print?	Incl	Scale	Plyrs
<b>Mason-Dixon / Balkan Hell #35</b> w/mag. Another huge, 2 gm set. w/errata counters for Blood & Iron (2), Fateful Lightning (20). MD assumes the South won the Am Civ War & both nations grow peacefully until both nations seek to expand via military means. Div lvl w/ air & naval units. 2 scenarios, 1940s & 1995. BH is a very timely, brig lvl game of the war in Bosnia-Herzegovina during 1995 assuming that Bosnia & Croatia go for a military victory rather than a negotiated settlement. (Didn't we do that at the end of the last 2 world wars?) A highly educational game given how little we know of this area. C.Parello'95 / T.Bomba'95		79134	XTR: Command Magazine	\$28.00		Mint	n	OoP			6
<b>Mason-Dixon / Balkan Hell #35</b> GmsOnly. w/errata counters for Blood & Iron (2), Fateful Lightning (20). MD assumes the South won the Am Civ War & both nations grow peacefully until both nations seek to expand via military means. Div lvl w/ air & naval units. 2 scenarios, 1940s & 1995. C.Parello'95	GmOnly	53105	XTR: Command Magazine	\$19.00		New	n	OoP			6
<b>Mukden / Moscow Option #37</b> w/mag. 2 gms: Sml, div lvl gm of climactic (land) btl of Russo-Japanese War at Mukden. Moscow Option: Guderian's Gambit is a div lvl gm that assumes the Germans had focused on capturing Moscow rather than diverting to other goals in Aug'41. R.Bell / T.Bomba'96		84937	XTR: Command Magazine	\$25.00		Mint	n	OoP			4
<b>Mukden / Moscow Option #37</b> w/mag. 2 gms: Sml, div lvl gm of climactic (land) btl of Russo-Japanese War at Mukden. Moscow Option: Guderian's Gambit is a div lvl gm that assumes the Germans had focused on capturing Moscow rather than diverting to other goals in Aug'41. R.Bell / T.Bomba'96		15659	XTR: Command Magazine	\$27.50		New	n	OoP			4
<b>Operation Sealion / Yarmuk #45</b> w/mag. w/8 err counters for Second Front Now. Sealion is a brig/div lvl game of the hypothetical German invasion of SE England in Sept'40. Played on a small map. L.D.Webb'97 / Yarmuk is a grand tactical battle of an encounter between the Byzantine Empire & outnumbered Moslems that decided the fate of the Holy Lands for centuries to come. A.McGrath, C.Smith'97		22302	XTR: Command Magazine	\$23.00		New	n	OoP			Z
<b>Operation Sealion / Yarmuk #45</b> GmOnly. w/8 err counters for Second Front Now. Sealion is a brig/div lvl game of the hypothetical German invasion of SE England in Sept'40. Played on a small map. L.D.Webb'97 / Yarmuk is a grand tactical battle of an encounter between the Byzantine Empire & outnumbered Moslems that decided the fate of the Holy Lands for centuries to come. A.McGrath, C.Smith'97	GmOnly	55057	XTR: Command Magazine	\$18.00		New	n	OoP			Z
<b>Perfidious Albion / Attila #47</b> w/mag. w/signif errata for End of Empire. 2 games: PA is an divisional, operational lvl game of a hypothetical invasion of Britain by Napoleon's army in 1814. R.Sandell'98 / Attila, Scourge O'God is a strategic lvl, area move game of the Hun invasion of Roman Europe, 451-2 AD. R.Sandell'98		79244	XTR: Command Magazine	\$50.00		Mint	n	OoP			4
<b>Port Arthur #19</b> W/mag. w/ variant counters for 1918 Plan 1919 (32), Pyrrhic Victory for I am Spartacus (39), Poland 39 (11), Berlin '45 (6). Russo-Jap. war of 1904-5 on land. Good game. W/2 variants: Pyrrhic Victory for I Am Spartacus, 1919 for 1918 Storm in the West, + Berlin '45 & Poland '39 counters.		87571	XTR: Command Magazine	\$35.00		Mint	n	OoP			4
<b>Port Arthur #19</b> GmOnly. Includes Pyrrhic Victory & Plan 1919 variant counter sheet. Russo-Jap. war of 1904-5 on land. Good game. W/2 variants: Pyrrhic Victory for I Am Spartacus, 1919 for 1918 Storm in the West, + Berlin '45 & Poland '39 counters.	GmOnly	92192	XTR: Command Magazine	\$22.00		Mint	n	OoP			4
<b>Proud Monster #27</b> w/mag. w/1 errata counter for Gettysburg, Lee's Greatest Gamble. What a proud monster this mag game is! 1200 counters, 2 maps. Covers first 6 months of Barbarossa at Div/Corp lvl using a PzrGrp Guderian system. T Bomba'94		87579	XTR: Command Magazine	\$80.00		Mint	n	OoP			4
<b>Rommel @ Gazala / Death &amp; Destruction#34</b> w/mag. w/2 PrdMnstr & 1 Budapest'45 errata counters. Gazala is a sml brg/div lvl gm of Rommel's May-Jun'42 offensive that drove Allies back to El Alamein but didn't destroy them. T.Bomba'95. D&D adds 1080 counters, 1 map & rules to extend Proud Monster thru Apr'44 - 407 turns!		30101	XTR: Command Magazine	\$42.00		New	n	OoP			4
<b>Samurai Sunset #3</b> w/mag. Rules separated. Ads marked in ink. Div. level hypothetical invasion of Japan, 45. J Miranda '90		87207	XTR: Command Magazine	\$89.00		Mint	n	OoP			4
<b>Shogun Triumphant, Btl of Sekigahara #23</b> W/mag. Includes errata counters for Smithereens (1) and 1918 (1). Tac btl of Sekigahara which established the sole Shogunate in Japan in 1600.		91172	XTR: Command Magazine	\$35.00		Mint	n	OoP			2
<b>SS Panzer, Bloodbath at Kursk #36</b> w/mag. Rules cover mildly wrinkled. Simpler, div/corp lvl gm of the climactic battle for Prochoravka, 12 July '43. w/14 err counters for Mason-Dixon. J.Desch'96		84938	XTR: Command Magazine	\$48.00		Mint	n	OoP			4
<b>Strike North / Hoorah #39</b> w/mag. W/ variant/errata counters for Moscow Option (1), Mason-Dixon (4), GWitNE (12). Two games: SN is 5 scenario game of historical & possible campaigns in Scandinavia in 1940 & 43. Covers the 2 month btl for Norway i '40 w/ optional Swedish intervention. '43 scenarios assume a German invasion of Sweden, or an Allied invasion with or without Swedish involvement. A.McGrath, C.Smith, T.Bomba, C.Perello'96. Hoorah! is a hypothetical Confederate-British assault on Pittsburg, Oct 1863, using Wahoo system. R.Markham'96		79147	XTR: Command Magazine	\$20.00		Mint	n	OoP			6
<b>Strike North / Hoorah #39</b> w/mag. W/ variant/errata counters for Moscow Option (1), Mason-Dixon (4), GWitNE (12). Two games: SN is 5 scenario game of historical & possible campaigns in Scandinavia in 1940 & 43. Covers the 2 month btl for Norway i '40 w/ optional Swedish intervention. '43 scenarios assume a German invasion of Sweden, or an Allied invasion with or without Swedish involvement. A.McGrath, C.Smith, T.Bomba, C.Perello'96. Hoorah! is a hypothetical Confederate-British assault on Pittsburg, Oct 1863, using Wahoo system. R.Markham'96		22254	XTR: Command Magazine	\$23.00		New	n	OoP			6
<b>Sunrise of Victory #2</b> w/mag. Strat level '42 campaign in USSR from S. Finland south. T Bomba '90		10177	XTR: Command Magazine	\$35.00		New	n	OoP			6
<b>Tet '68 #18</b> w/mag. Nationalist offensive in Jan'68 thruout Vietnam.		77027	XTR: Command Magazine	\$24.00		New	n	OoP			6
<b>Tet '68 #18</b> w/mag. Nationalist offensive in Jan'68 thruout Vietnam.		18655	XTR: Command Magazine	\$22.00		Mint	n	OoP			6
<b>Vietnam, Hamburger Hill/Op Solace #5</b> w/mag. Includes variant counters for Samurai Sunset Triumph of the Will (50). HH: 3 btlns of 101 Airborne assualt prepared defense by 2 crack NVA btlns, May 68. OS: hypothetical POW rescue attempts in N Vietnam. J.Meldrum'90		87210	XTR: Command Magazine	\$32.00		Mint	n	OoP			2
<b>Vietnam, Hamburger Hill/Op Solace #5</b> w/mag. HH: 3btlns of 101 Airborne assualt prepared defense by 2 crack NVA btlns, May 68. OS: hypothetical POW rescue attempts in N Vietnam. W/70 Samurai Sunset variant counters. J.Meldrum'90		10197	XTR: Command Magazine	\$35.00		New	n	OoP			2
<b>War Master Chess 2000 #49</b> w/mag. Mag has mailing label on cover and front & rear covers are moisture warped. Chess board game, with counters & paper map, providing 4 variations on standard chess. Sml variant kit really, that assumes knowledge of chess itself. Includes XTR Game Index thru #48. T.Bomba'98		79154	XTR: Command Magazine	\$5.00		Mint	n	OoP			A
<b>Wave of Terror, Battle of the Bulge #41</b> w/mag. Larger, simpler to play game (in the XTR style) at btlm lvl of the first two weeks of the Bulge. 2 maps, 840 counters, 1.5mi/hex.. J.Desch'97		45947	XTR: Command Magazine	\$20.00		New	n	OoP			4

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Game Title (& Edition or Issue #) Specific Condition, Subject, Designer, Year	Game Only?	Part#	Publisher Name	Cash-Basis Price EA	Ship Surchage Flag	General Conditn	Box Type	Out-of Print?	Errata Incl	Game #-of Scale	#-of Plyrs
<b>When Dragons Fight #54</b> w/mag. Includes index to all Command & XTR games, errata & variants. Includes Iron Dream errata & 2 errata counters. Operational/Strat level game of a hypothetical Chinese invasion of Taiwan in the near future. Brig/div level, 7mi/hex. T.Bomba'01		53154	XTR: Command Magazine	\$33.00		New	n	OoP		4	
<b>When Eagles Fight #25</b> w/mag. Corp lvl game of WW-1 in the East, Aug'14-Spr'17. T.Raicer'93		16783	XTR: Command Magazine	\$37.00		New	n	OoP		6	
<b>When Eagles Fight #25</b> Gm only. Corp lvl game of WW-1 in the East, Aug'14-Spr'17. T.Raicer'93	GmOnly	92129	XTR: Command Magazine	\$16.00		Mint	n	OoP		6	
<b>When Tigers Fight #26</b> w/mag. Japan's war in China, 1934-41. L.D.Webb'94		30090	XTR: Command Magazine	\$22.50		New	n	OoP		6	

**Game Rating System Explained**

Games are described using a two tiered system: the GENERAL condition categorizes each game in a consistent & meaningful way. So, you'll know the condition of each item before buying--and be pleased when you receive it. This reflects the overall condition of each game and, with the exceptions noted whether the gam be punched. SPECIFIC conditions details any variations from what you should expect in each GENERAL category as described below.

**UNpunched: NEW** - Unopened, in original shrink wrap. May have exterior box damage if noted. Same as an unopened MINT item.

**MINT** - Opened & unpunched. Some counters may have separated from tree on their own, but has never been played. May have component damage if noted. May also be perfect in every respect, noted by "PRISTINE" or "CHERRY".

**Punched: EXCEL** - A mint game that has been punched becomes "excellent". A few minor signs of wear may be included, easily replaced items (eg dice) may be missing, rules highlighted, or counters NEATLY clipped if this is noted. Complete. Older games may have proportionally greater signs of age.

**V.Good** - Shows signs of wear, use or slight abuse such as some soiling of rules or counters, modes staining, box tears, etc. Unique components complete or neatly replaced.

**Good** - Has some significant defect(s) that may be more aesthetic than functional. May be missing a few components.

**Fair** - Major defects, required parts damaged or lost; playable, but not collectable.

<b>KEY:</b>	<b>Headings</b>	New: Flags Newly Listed Games. Game Only?: Flags Game-onlys w/o Magazine OoP: Out of Print Err: Includes Errata (Y or n). #-Players: (1) solitaire; (3 or more, M) multiplayer
	<b>Box Type</b>	FB=Flat Box LB=Large Flat Box SB=Small Flat Box BC=Bookcase Box DC=Double Bookcase HC=Half Bookcase SC=Sml Bookcase CA=3M Casette GM=3M Gamette Fo=Folio FT=SPI Flat Tray WT=SPI White Box IT=SPI Illustrated WT AL=YAQ Album HP=Plastic HC Tb=Tube NB=Notebook RL=Rolled En=Envelope zl=ziplocked n=not boxed
	<b>Game Scale</b>	(1) Man-man, vehicle-vehicle (2) Tactical Low Level, (3) Grand Tactical, (4) Operational, (6) Strategic, (8) Holistic/systems, (9) Gallactic, (A) Abstract, (Z) Various/Other, (blank) n/a or not rated.

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