

# Fine Games' Pre-Retirement Liquidation Sale

## #1 Magazine-Onlys

**Get Free Games by Buying As Few As 2 Other Games**

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

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

This is the first in a series of liquidation sales designed to find a good home for all of our 9,000 wargames & magazines accumulated over a 28+ year career in selling game. We aim to make you such a great deal that you take a load off of our shelves.

This first sale focuses exclusively on magazine-only, (~~502~~ **183** mags to be exact). We offer truly astounding liquidation prices on these magazine. ~~And for each one you buy from anywhere in this catalog, you can take one item from Category 2 — those items we're most keen to find homes for — for FREE!~~

Just act fast as these are first-come, first served and the deal **expires after Thursday, 15 October**. After that date, we will continue to honor the liquidation price but NOT the BOGO (buy one get one free) offer.

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

1. ~~This deal expires after Thursday, October 15, 2020.~~ Your order MUST be placed and confirmed before then, and paid soon thereafter. ~~This isn't actually a firm deadline but we likely will close for a vacation after this time.~~ Offer doesn't actually expire, but one special term incentivizing response during the offer period have expired: no BOGO.
2. **Items in this Liquidation Sale are divided into two (2) categories.** **Category 1** starts on Page 2, and **Category 2** begins on **Page 5**. Both categories contain both New & Used, In-Print & Out-of-Print items. Category 2 items are those we have the most of. ~~For each item you purchase at the Liquidation Price show, you can select one additional item from Category 2 (only) for FREE!~~
3. Each item shows our normal, highly competitive selling price and also our Liquidation Price. ~~You will buy items only at the Liquidation Price matters for this sale, and that is the price you'll pay for what you buy. Items taken for FREE from Category 2 are free; you pay nothing for them (aside possibly additional shipping).~~  
~~The Liquidation Price you pay for each paid item must equal or exceed the Liquidation Price shown for the corresponding FREE item you select. Buy a \$3 item, you can select a \$2 Category 2 item for FREE. But you cannot buy a \$1 item and take a \$2 item for free.~~
4. **Normal ordering, payment, shipping, and customer care terms apply, with one exception.** You get the same swift, top-notch service for this sale, and you pay our normal shipping charges (except when we jump between required ship methods). **Prices here are stated on a cash-basis;** expect to pay 3.1% more if you pay on a non-cash basis (i.e. where we don't receive 100% of the proceeds). Bear in mind before you place your order that the price of shipping is based on bulk and weight, and bears no relationship at all to the heavily discounted prices of the items listed here.
5. **Only those games selected from this Retirement Sale Catalog count towards the terms of this sale.** You may freely add items found in our other catalogs, but not listed as part of this sale, to a Retirement Sale order. Such games do not count in any way toward the terms of the this sale. You may combine items to save on shipping.
6. As is always the case, **all items are individually listed**, subject to immediate sale, and may be withdrawn from this offer without notice. Only the individual items (and part#s) listed here qualify under this special sale tho others will likely be added.
7. Oh, and you gotta promise to *play* these games, OK?
8. See Fine Games' web site for further info on How to Order, Payment Options, Shipping Options & Fees, Customer Care Policies, Contacting Us, and for Explanation of the Codes Used in our catalogs.

Part#	Game Title & Edition	Box General Condtn	Out of Print ?	Our Normal Cash-Basis Price	Individual Liquidtn Price
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## Category 1: General Liquidation Magazines

Last Updated:  
11/19/2020

Here's the deal: All items available at Liquidation Price shown. No more BOGO after expiration, sorry!

[AH Avalon Hill GENERAL Ma \(AH Gen\)](#)

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Part#	Game Title & Edition	Box	General Condt	Out of Print ?	Our Normal Cash-Basis Price	Individual Liquidtn Price
64561	<b>General Magazine 19/1</b> 1x3 Inventory label on cover. ■ ARTICLES ON: Storm over Arnhem analysis & strategy; Storm Over Arnhem mini game scenario; Storm over Arnhem replay pt1 & designers notes; Longest Day overview pt1 & scenario analysis; German strategy for invading France in Third Reich; Down with the King design notes & errata; Tobruk defensive tactics. '82	n	Excel	Y	<b>\$8.00</b>	<b>\$4.00</b>
11170	<b>General Magazine 19/2</b> 1x3 Inventory label on cover. ■ ARTICLES ON: design notes for Btl of the Bulge'81, w/ 2 addtl scenarios; German opening moves in Bulge'81; Bulge'81 2nd ed rules changes w/ revised CRT insert; Longest Day overview pt2; blind Squad Leader variant; Storm Over Arnhem replay pt2; Longest Day errata. '82	n	Mint	Y	<b>\$10.00</b>	<b>\$3.00</b>
63621	<b>General Magazine 19/2</b> 1x3 Inventory label on cover. ■ ARTICLES ON: design notes for Btl of the Bulge'81, w/ 2 addtl scenarios; German opening moves in Bulge'81; Bulge'81 2nd ed rules changes w/ revised CRT insert; Longest Day overview pt2; blind Squad Leader variant; Storm Over Arnhem replay pt2; Longest Day errata. '82	n	Excel	Y	<b>\$8.00</b>	<b>\$2.00</b>
65188	<b>General Magazine 20/5</b> 1x3 Inventory label on cover, otherws new ■ Insert. ARTICLES ON: Bull Run replay & history of commanders present; Bull Run Confed opening placement; Little Round Top analsis; Diplomacy; Gunslinger scenario; leaders in intermediate Gettysburg '77; Wooden Ships & Iron Men scenarios involving the fictional character Richard Bolitho by Arthur Kent. '84	n	New	Y	<b>\$8.00</b>	<b>\$4.00</b>
99302	<b>General Magazine 23/2</b> Insert including 2 ASL scenarios bound in mag. ■ Insert including 2 ASL scenarios bound in mag. ARTICLES ON: ASL first impressions & armor training; SL clinic on point defense; ASL Beyond Valor scenario 8 replay; ASL scen D-E; interview with Bob McNamara; Up Front movement options; Diplomacy options for the amoral; unit analysis of Panzer Leader. '87	n	Excel	Y	<b>\$8.00</b>	<b>\$4.00</b>
50295	<b>General Magazine 29/1</b> 1x3 Inventory label on cover, otherws new. ■ Insert. ARTICLES ON: Avaloncon '93; History of the World scoring sheet & variant; History of the World walk thru; bidding for your empire in History of the World; defending turf in History of the World; We the People Preview; Roadkill intro; AtlantiCon'92 ASL touney scenarios; Assassin preview. '93	n	New	Y	<b>\$6.00</b>	<b>\$3.00</b>
71691	<b>General Magazine 29/2</b> w/inserts. 1x3 Inventory label on cover. Otherws new. ■ Inserts. ARTICLES ON: We the People strategy & replay; history of Lafayette; Acquire variants; We the People design notes; Kingmaker PC preview; ASL scenario briefing analysis of To the Last Man (from 24/1); Break Normandy preview; Up Front touney rules. '94	n	New	Y	<b>\$6.00</b>	<b>\$3.00</b>
92989	<b>General Magazine 29/2</b> w/ inserts. ■ Inserts. ARTICLES ON: We the People strategy & replay; history of Lafayette; Acquire variants; We the People design notes; Kingmaker PC preview; ASL scenario briefing analysis of To the Last Man (from 24/1); Break Normandy preview; Up Front touney rules. '94	n	Excel	Y	<b>\$6.00</b>	<b>\$3.00</b>
71836	<b>General Magazine 30/4</b> 1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: Strategy in & analysis of Colonial Diplomacy, w/ errata; Panzer Leader Arracourt scenario analysis, pt2; History of the World analysis of mid-game kingdoms; Stalingrad PC replay; interview w/ Mark Simonitch; Win Place & Show variant w/ insert; DASL scenario B analysis; Machiavelli 3rd preview; Sun Tzu & the art of war. '96	n	New	Y	<b>\$6.00</b>	<b>\$2.50</b>
65504	<b>General Magazine 32/1</b> 1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: Starship Troopers '97 replay w/ 2 scenarios; Princess Ryan's Star Marines Mission 24 analysis; Warcraft II analysis; Titan, the Arena analysis; Stellar Conquest solitaire variant; Dune 9player variant w/ insert; convention thoughts & notes; tips for Heroes of Might & Magic II PC; Great War at Sea, Mediterranean 1st strategy; Machiavelli 3rd errata; strategy in Breakout, Normandy pt 2; Gamers Crusader, Africa reviews; 'Aliens' variant for Starship Troopers '97. '98	n	New	Y	<b>\$7.00</b>	<b>\$3.00</b>
<b>Avalon Hill VICTORY Mag (AH VM)</b>						
98999	<b>Victory Magazine #1 [Gulf Strike]</b> ARTICLES ON: in-dept strategy in Gulf Strike, plus some optional rules. '84	n	Excel	Y	<b>\$5.00</b>	<b>\$3.00</b>
<b>DecGms WARGAMER v2 Mag (Dec WG)</b> <a href="http://www.decisiongames.com">http://www.decisiongames.com</a>						
98757	<b>Wargamer (Decision Games) v2 # 9</b> ARTICLES ON: SSI Typhoon of Steel PC review; GAMERS In Their Quiet Fields & Thunder at the Crossroads review; Physical Game Systems Design; TSR Onslaught strategy; WWW Indian Mutiny stratgy & replay; converting SL scenarios to ASL, and ASL scenarios WG1-2; reviews on PACRIM Drive on Frankfurt, TSR Sniper Hetzer, GW Blood Royale, High Seas PC, Red Storm Rising PC, Hunt for Red October PC; status of wargaming by Dean Essig. '88	n	Excel	Y	<b>\$5.00</b>	<b>\$1.00</b>
86790	<b>Wargamer (Decision Games) v2 #18</b> ARTICLES ON: Steel Thunder PC review; TSR La Grande Armees review w/ suggested revisions; AH Raid on St. Nazaire analysis & strategy & errata; WWW Tsushima review & tactics; SSG Decisive BtIs Am Civil War PC; GDW House Divided 2nd Designer Notes; WWW ASG Basebal review; WWW Modern Naval Battles review; WWW Knights of Justice scenario; SSI BtIs of Napoleon PC. '89	n	Excel	Y	<b>\$3.00</b>	<b>\$1.00</b>
<b>Decision Games S&amp;T Games (DecS T)</b> <a href="http://www.decisiongames.com">http://www.decisiongames.com</a>						
141264	<b>Strategy &amp; Tactics (DecGm) #290</b> Mag only. ARTICLES ON: Angola, Cold War Struggle in Africa; Battle of Manzkert, 1071, between Byzantine & Alp Arslan & the Seljuks; Sarikamish, Ottoman Debacle in the Caucasus, 1915; Hessians in the American Revolution; German Victory over Rome at Teutoburgerwald & Roman reposte; Nathan Forrest's Finest Hour at Brice's Crossroad & the potential after; Italians in the Battle of Britain; Development of New US Minesweeper Vessels in the 1980s.	n	Mint	Y	<b>\$5.00</b>	<b>\$2.00</b>
<b>Decision Gms Modern War M (Dec MW)</b> <a href="http://www.decisiongames.com">http://www.decisiongames.com</a>						
116746	<b>Modern War Magazine # 6</b> ARTICLES ON: Decison Iraq plus design notes; Mixro-terrain in Iraq; Airland Battle Doctrine for Fighting Conventional Wars; US Invasion of Panama; the Soccor War of 1969 between Honduras & El Salvador; A-19 Warthog USAF Ground Attach Aircraft; Focus on Uganda; BOMARC, Longest Ranged SAM Ever Built; EXACTO Sniper Rifles; Micro-Satellites & the Militarization of Space. '13	n	New	n	<b>\$4.00</b>	<b>\$2.00</b>
<b>Decision Gms World at War (DECWAW)</b> <a href="http://www.decisiongames.com">http://www.decisiongames.com</a>						

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Part#	Game Title & Edition	Box	General Condt	Out of Print ?	Our Normal Cash-Basis Price	Individual Liquidtn Price
141608	<b>Their Greatest Day Article #5</b> Historical article on how the US forces at Omaha Beach on D-Day turned a near defeat into a victory. Full article including color illustrations, as printed in World at War #5 p25-40. ■ Historical article on how the US forces at Omaha Beach on D-Day turned a near defeat into a victory. Full article including color illustrations, as printed in World at War #5 p25-40.	n	Excel	Y	\$3.00	\$1.00
<b>GMT C3i Magazine (GMTC3i)</b> <a href="http://www.gmtgames.com">http://www.gmtgames.com</a>						
46921	<b>C3i # 5 (w/Mag)</b> 50pg color mag covering GMT's games. Includes Down in Flames Winter War inserts (4), GBoH tactics, SPQR Castulo 211BC scenario, Alex in Italy hypothetical scenarios. ARTICLES ON: SPQR tactics, Rise of Luftwaffe tutorial, Silver Bayonet strategy, BtIs of Waterloo scenario, errata for Alex Deluxe, BtIs Waterloo, Britain Stands Alone, Op Mercury variant (counters were in #4). '95	n	New	Y	\$35.00	\$25.00
50954	<b>C3i # 6 (w/Mag)</b> w/SPQR modules for Btl of Telamon, 225BC, Mago in Celt-Iberia, 207BC, & Btl at the Po River, 203BC; ARTICLES ON: Schweinfurt Raids scenario for 8th Air Force. Variants for Rise Luftwaffe, Britain Stands Alone, 3Days Gettysburg. Errata for Brit Stands Alone, 3Days Gettysburg, 8th AF, Diadochi. '96	n	New	Y	\$32.00	\$20.00
50993	<b>C3i # 9 (w/Mag)</b> w/ 40 variant counters for Typhoon, Inv Norway & Alex Deluxe. Mag articles on new SPQR & Alex scenarios; Saratoga designers notes; Inv Sicily designers notes, strategy & errata; Typhoon strategy, plus retrofitting the game w/ Barbarossa rules; Waterloo variant, solitaire Glory. '99	n	New	Y	\$79.00	\$65.00
53236	<b>C3i #12 (w/Mag)</b> w/ 140 counters (BtIs N.Africa(12), June 6 (12), River Death (80), 3Days (12), DiF Zero (8), War Galley (6), & others). Also card inserts for DiF (3), War Galley scenarios (2) and AGN (2). ARTICLES ON: War Galley scenarios, DiF Israeli War of Independence campaign, Tigers in the Mist analysis & replay, Justinian game v. history, multi-player War Galley rules, Barbarossa Army Group North alternative bombardment rules, Saratoga/Brandywine combat techniques, Companion units in Successor (AH), J.Caesar Thapsus strategy & Rubicon analysis. Mag increased in size to 50pgs, but price nearly doubled. '00	n	New	Y	\$89.00	\$79.00
58530	<b>C3i #14 (w/Mag)</b> Excellent mag supporting GMT's games. Includes scenarios for SPQR, War Galley, Caesar, variants for Battle Line & Hornet Leader, a Triumph & Glory add-on kit including a map & 140 counters., ARTICLES ON: Zero campaign covering the Neatherlands East Indies 1942 (w/ 3 cards), 6 June Brit 1st airborne variant, 2 8th AF target cards, Barb AGS replay, Paths of Glory strategy, and errata for Zero, Wildneress War, Simple GBOH. 52pgs. '02	n	New	Y	\$64.00	\$59.00
63939	<b>C3i #15 (w/Mag)</b> w/140 err/variant counters (Kasserine (40), SQPR (74), Ukraine'43 (10), For the People (16). Excellent mag supporting GMT's games. ARTICLES ON: historical notes & addtl rules for Risorgimento, strategy for Paths of Glory, strategy & variants for Barbarossa to Berlin, strategy for Clash of Giants, Kasserine pass variant w/ 40 counters & map, 4 GBoH modules with counters, plus Daylight'45 campaign scenario for Down in Flames. RECOMMENDED. '04	n	New	Y	\$45.00	\$32.50
70950	<b>C3i #16 (w/Mag)</b> With Churubusco variant for Gringo! w/ new rules & 136 counters (+ 4 errata counters for World at War); also includes 4 sheets of cards & scenarios for Down in Flame Aleutian '42 campaign. 48pg mag with ARTICLES ON & scenarios for GMT games: SPQR scenario for Agrigentum & Adys; strategy for Reds!, Rise of Roman Republic, and Von Manstein's Backhand Blow; Down in Flames campsigns for Aleutians (w/ cards) & Bismarck Seas 1943 (both for Zero & Coarsiards/Hellcats); and Ruin of the Reich 1944 scenario for Europe Engulfed designed for 2 players (ala Btl for Germany); and June 6 strategy. '05	n	New	Y	\$65.00	\$50.00
88596	<b>C3i Magazine #20 (w/Mag)</b> Includes professional version of DRIVE ON METZ intro game w/ 28 counters & map, suitable for beginners. Also includes variant/errata counters for SPQR Herdonia & Syphax scenario2 (44); Pax Romana (30), Asia Engulfed (4), Combat Command (1), Empire of the Sun (6), 1914, Twilight in East (20). ARTICLES ON: Combat Commander Mediterranean scenario 14 playthru; SPQR battles of Herdonia, 212 & 210BC, and Syphax, 213 & 212BC; Empire of Sun optional rules; Great War in Europe events glossary; Command & Colors scenarios; Flying Colors Trafalgar campaign module; Japanese opening moves in Asia Engulfed; Greco-Persian War (570-300BC) scenario for Pax Romana; Down in Flames Zero early years dogfight scenarios; designer's notes for Stalin's War; GMT's top 20 games. '08	n	New	Y	\$72.00	\$65.00
89856	<b>C3i Magazine #22 (w/Mag)</b> A meaty issue w/ 88 counters: Bulge (3); Men of Iron (51); Empire of the Sun (6); Fields of Fire (28). ARTICLES ON: Unhappy King Charles analysis; Successors 3rd special abilities (with insert); Pursuit of Glory analysis; SPQR scenario for battle of Utica 203BC w/ insert card; Men of Iron primer; random events in Conquest of Paradise (w/ 3 sheets of cards); Canadian variant in The Bulge; Agincourt scenario (w/ map) for Men of Iron; analysis of Successors 3rd; Europe Engulfed Axis strategy; Spartacus 88-55BC scenario for Pax Romana; 1943 scenario analysis for Empire of the Sun; pathfinder Combat Commander campaign for Normandy 1944 (w/ 2 page inserts). '09	n	New	Y	\$65.00	\$45.00
<b>SJG Fire &amp; Movement Mag (SJG FM)</b>						
106867	<b>Fire &amp; Movement Magazine # 32</b> ARTICLES ON: 1982 in Wargaming; review of Desert Fox #87, Their Finest Hour 1st & 2nd (including errata); short reviews of Divine Wind, Down with the King, Fire When Ready, Dawn Patrol, Kamakura, Iron Brigade. '83	n	Mint	Y	\$4.00	\$2.00
<b>SPI MOVES Magazine (SPIMov)</b>						
106790	<b>Moves Magazine (SPI) #23</b> ARTICLES ON: Profile of the Blue & Gray quad games Shiloh, Antietam, Cemetery Hill & Chickamauga; the design & development cycle for Battle for Germany; tactics of the advance; Footnotes (minor variants & such); from Grunt to Search & Destroy; ERRATA for Sniper; impressions of Origins I, Baltimore 1975. '75	n	Mint	Y	\$7.00	\$2.50
137289	<b>Moves Magazine (SPI) #43</b> Mailing label on rear cover. ■ ARTICLES ON: Descent on Crete analysis; playing with (a lack) of intelligence; Fortress Europa critique; Stonewall analysis; From country to urban in games; Moves in English; critique of 3W Africa. '79	n	Excel	Y	\$8.00	\$3.00

## Category 2: Potentially FREE! Liquidation Magazines; see terms

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### AH Avalon Hill GENERAL Ma (AH Gen)

74059	<b>General Magazine 1/4</b>	n	VeryGd	Y	PLEASE take this off our hands !!!	\$2.50	\$1.00
PHOTOCOPY made in the early 70s of entire mag. Clean, but nature of early photocopies is less than clear & sharp. Name written on cover; otherws EX. 1x3 Inventory label on cover. ■ Very early issue of the General, with some good strategy articles but overall of interest only to serious collectors. Very rare. ARTICLES ON: Best Football Game Ever; Tactis of Isolation in Afrika Korps; Long Romp I in Blitzkrieg; More Realism in Tactics II; Q&A on AK, Tactics II, U-Boat, Stalingrad, D-Day. '64							
74060	<b>General Magazine 1/5</b>	n	VeryGd	Y	PLEASE take this off our hands !!!	\$2.50	\$1.00
PHOTOCOPY made in the early 70s of entire mag. Clean, but nature of early photocopies is less than clear & sharp. Opponents Wanted circled. 1x3 Inventory label on cover. ■ Very early issue of the General, with some good strategy articles but overall of interest only to serious collectors. Very rare. ARTICLES ON: Operation Stretch Strategy for Blitzkrieg; Afrika Korp Replayed; Limited Intelligence; Midway, D-Day, Tactics II, Stalingrad Reworked; Bismarck Strategy; How to Save your Gettysburg'61 Hex Game; G Bradford & His Computer Results Table; Q&A on Midway, Gettysburg, Chancellorsville, Baseball Strategy; Variant Rules for Tactics II; Afrika Korps Replayed & Rehasted. '65							
74061	<b>General Magazine 1/6</b>	n	VeryGd	Y	PLEASE take this off our hands !!!	\$3.00	\$1.00
PHOTOCOPY made in the early 70s of entire mag. Clean, but nature of early photocopies is less than clear & sharp. Clean. 1x3 Inventory label on cover. ■ Very early issue of the General, with some good strategy articles but overall of interest only to serious collectors. Very rare.							
74062	<b>General Magazine 2/1</b>	n	VeryGd	Y	PLEASE take this off our hands !!!	\$3.00	\$1.00
PHOTOCOPY made in the early 70s of entire mag. Clean, but nature of early photocopies is less than clear & sharp. Clean. 1x3 Inventory label on cover. ■ Very early issue of the General, with some good strategy articles but overall of interest only to serious collectors. Very rare. ARTICLES ON: Behind the Publishing Scene, pt. 2; Critique, Stalingrad Replayed; Probability for Tactics & Strategy; Waterloo Defense; Bismarck by Mail; Tactics; Tactics for Bismarck; Brussels by 20 June in Waterloo; Q&A for AK, Midway, Bulge, Gettysburg'64; Tactis & Strategy, pt.1; New Stalingrad; German Tactics for D-Day. '65							
74063	<b>General Magazine 2/2</b>	n	VeryGd	Y	PLEASE take this off our hands !!!	\$2.50	\$1.00
PHOTOCOPY made in the early 70s of entire mag. Clean, but nature of early photocopies is less than clear & sharp. Clean. 1x3 Inventory label on cover. ■ Very early issue of the General, with some good strategy articles but overall of interest only to serious collectors. Very rare. ARTICLES ON: D-Day'65 Hot Off the Press; Midway Solitaire; Another Look at D-Day; Help the Americans in Bulge; How to Lose at Bulge; Waterloo, a Defensive Strategy; Theory of Defense in Bulge; LeMans Chance Table; Racing Hints for LeMans; Grid Coordinates for PBM; Tactics & Strategy pt.2; German Opening for Afrika Korps; Operation Churchill British Strategy for Bismack; Best Stalingrad Defense Ever; Midway's Hidden American Power; Q&A for AK & Bulge. '65							
74064	<b>General Magazine 2/3</b>	n	VeryGd	Y	PLEASE take this off our hands !!!	\$3.00	\$1.00
PHOTOCOPY made in the early 70s of entire mag. Clean, but nature of early photocopies is less than clear & sharp. Clean. 1x3 Inventory label on cover. ■ Very early issue of the General, with some good strategy articles but overall of interest only to serious collectors. Very rare.							
74065	<b>General Magazine 2/4</b>	n	VeryGd	Y	PLEASE take this off our hands !!!	\$3.00	\$1.00
PHOTOCOPY made in the early 70s of entire mag. Clean, but nature of early photocopies is less than clear & sharp. Clean. 1x3 Inventory label on cover. ■ Very early issue of the General, with some good strategy articles but overall of interest only to serious collectors. Very rare.							
111913	<b>General Magazine 14/3</b>	n	VeryGd	Y	PLEASE take this off our hands !!!	\$4.00	\$1.00
No insert. Btm corner of mag mildly dog eared, with several sml paint spots on other corner. Some soiling to rear cover. ■ ARTICLES ON: Arab-Israeli army organization, & unit composition in Arab Israeli Wars; Russian Campaign Vijpuri strategy expanded; Third Reich strategy in the early years; Stalingrad replay pt1; French navy variant for War at Sea. Panzerblitz scenario; Arab tank tactics in Arab-Israeli Wars. '77							
76006	<b>General Magazine 14/6</b>	n	VeryGd	Y	PLEASE take this off our hands !!!	\$6.50	\$1.00
No insert. 1x3 Inventory label on cover. ■ ARTICLES ON: D-Day optional rules & game evolution anlysis; Victory in the Pacific replay; Panzer Leader DYO scenario unit values; addtl scenarios for Caesar's Legions; Operation Crusade scenario for Tobruk. '78							
65605	<b>General Magazine 15/2</b>	n	VeryGd	Y	PLEASE take this off our hands !!!	\$6.00	\$1.00
Original printing. Moisture warping of mag; 1 article underlined; Original insert missing; provided as a photocopy. 1x3 Inventory label on cover. Otherws VGd. ■ Original printing. Insert. ARTICLES ON: Panzer Leader 1940 variant w/ rules & 10 scenarios (counters depicted in article but published separately); Stalingrad variant rules (closest to "any official revision we could come up with"); interview w/ Andrew McNeil; Third Reich 1st clarifications; D-Day '77 design notes; Rail Baron strategy; air power in Victory in the Pacific. '78							
111902	<b>General Magazine 16/1</b>	n	Excel	Y	PLEASE take this off our hands !!!	\$9.00	\$1.00
No insert. Mildly wrinkled thru use. ■ Inserts including Anzio Diadem scenario insert. ARTICLES ON: 5 Anzio scenarios & analysis, designer notes (HIGHLY RECOMMENDED); British strategy in Third Reich; French strategy in Napoleon; Panzerblitz replay of scenario 10; 1776 'thesis' analysis, pt1; Diplomacy strategy in the north. '79							
65599	<b>General Magazine 16/2</b>	n	VeryGd	Y	PLEASE take this off our hands !!!	\$6.00	\$1.00
Bismarck map insert NOT included. 1x3 Inventory label on cover. ■ Inserts including Bismarck'62 Graf Spee variant w/ 2 maps. ARTICLES ON: Bismarck'78 analysis; Bismarck'78 Graf Spee variant w/ map & counters; European naval development between world wars; Bismarck'78 designers notes; Panzerblitz scenario 10 replay; KO in Round 5 German gambit for Afrika Korps; 1776 pt2, British strategy; strategy in Wooden Ships & Iron Men; major Bismarck'78 errata. '79							
111896	<b>General Magazine 17/1</b>	n	VeryGd	Y	PLEASE take this off our hands !!!	\$7.00	\$2.00
No insert. Some soiling to mag cover, esp rear. ■ ARTICLES ON: War & Peace analysis & errata, rules to link 1812-4 scenarios + optional rules; Third Reich strategy; Cross of Iron scenario analysis; interview w/ Mick Uhl; minor variant for Midway; Crescendo of Doom units; Magic Realm variant; German defense in Luftwaffe; War at Sea replay.							
111897	<b>General Magazine 17/2</b>	n	VeryGd	Y	PLEASE take this off our hands !!!	\$5.00	\$1.00
No insert. Soiling & some crayon marks to mag cover front & back. Sml abrasion on cover. ■ ARTICLES ON: Cross of Iron overview; guide to AH's PC software (now ancient history); Waterloo variant scenario for 15 June; interview w/ Frank davis; Crescendo of Doom clarifications; Victory in the Pacific replay. '80							

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Part#	Game Title & Edition	Box General Condtn	Out of Print ?	Our Normal Cash-Basis Price	Individual Liquidtn Price
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## Category 2: Potentially FREE! Liquidation Magazines; see terms

65612	<b>General Magazine 17/3</b> Mag miscolated so pgs 3-4 appear as 45-46, with both upside down; nothing lost or otherws damaged. Some highlighting. 1x3 Inventory label on cover. Otherws VGd. ■ ARTICLES ON: Afrika Korp strategy; Italian play in Third Reich; Crescendo of Doom scenario evaluations; preview of Air Force & Dauntless; adding weather to Russian Campaign; design history of Air Force redesign; air power in Victory in the Pacific; Cross of Iron replay of a scenario from Gen 17/2, pt1. '80	n VeryGd	Y	PLEASE take this off our hands !!!	\$4.00	\$1.00
99242	<b>General Magazine 17/4</b> No inserts, otherws EX. ■ ARTICLES ON: German strategy in Fortress Europa; playing Fortress Europa by mail; Fortress Europa (1st AH ed) errata & optional air war system; weather rules for Midway'64; Cross of Iron replay of Gen 17/2 scenario, pt2; TKO in Three Japanese gambit for Victory in the Pacific; Tory & Indian War of 1778 scenario for 1776; Wizard's Quest overview; Starship Trooper'76 variant for Bug forts & Terran tanks; Allied strategy in Napoleon. '80	n Excel	Y	PLEASE take this off our hands !!!	\$5.00	\$1.00
35928	<b>General Magazine 17/4</b> No inserts. 1x3 Inventory label on cover. ■ ARTICLES ON: German strategy in Fortress Europa; playing Fortress Europa by mail; Fortress Europa (1st AH ed) errata & optional air war system; weather rules for Midway'64; Cross of Iron replay of Gen 17/2 scenario, pt2; TKO in Three Japanese gambit for Victory in the Pacific; Tory & Indian War of 1778 scenario for 1776; Wizard's Quest overview; Starship Trooper'76 variant for Bug forts & Terran tanks; Allied strategy in Napoleon. '80	n Excel	Y	PLEASE take this off our hands !!!	\$4.00	\$1.00
84395	<b>General Magazine 17/6</b> No insert, otherwise clean & EX. ■ Insert. ARTICLES ON: Soviet defense in Stalingrad; pirates variant for Woodenship & Iron Men; revising War at Sea w/ recommended ship value changes (including VitP); Third Reich replay pt2; Squad Leader clinic, the advance phase; Longest Day errata; Barbarian strategy in Ceasar's Legions; interview w/ Kevin Zucker; counter the TKO in Three gambit in Victory in the Pacific; revised Viipuri defense plan in Russian Campaign. '81	n Excel	Y	PLEASE take this off our hands !!!	\$5.00	\$1.00
111892	<b>General Magazine 18/2</b> No insert, otherws EX. ■ ARTICLES ON: Air Force aircraft analysis plus 10 new scenarios; adding decoy counters & hidden movement to Afrika Korp; Third Reich 3rd overview; improvements to Tobruk; DYO scenarios using point values in Arab-Israeli Wars; Allied counters to Japanese strategies in Victory in the Pacific; Strategy in Diplomacy, pt 2; German setup in D-Day; SL clinic on bunkers; interview w/ Dale Sheaffer. '81	n Excel	Y	PLEASE take this off our hands !!!	\$8.00	\$1.00
111893	<b>General Magazine 18/4</b> No insert, otherws EX. ■ ARTICLES ON: Gladiator overview, analysis, maneuver variant, Gladiator v Beast variant (w/ insert); probability analysis of Gladiator; SL survey; tactical combat variant for Luftwaffe; War & Peace 1812 scenario replay; SL wire clinic; Alan Moon interview; Air Assault on Crete analysis & strategy, & PBM system; changes for On to Berlin scenario in Fortress Europa; Allied strategy in War at Sea; basic German alternatives in Afrika Korps. '81	n Excel	Y	PLEASE take this off our hands !!!	\$4.00	\$1.00
94064	<b>General Magazine 18/5</b> No insert. ■ Insert. ARTICLES ON: Spanish Gambit in German strategy in Third Reich, invading Norway in Third Reich 3rd; Opeation Sealon in 1942 scenario in Third Reich; Third Reich variants & errata; SL analysis; Russian Campaign variant; Tobruk solitaire; advanced Richthofen's War variant; unit analysis in Caesar's Legions; Dune variant; SL clinic on entrenchments. '82	n Excel	Y	PLEASE take this off our hands !!!	\$7.00	\$2.50
48045	<b>General Magazine 18/6</b> Mag missing cover page (first & last two pages). 1x3 Inventory label on cover. ■ Insert with British VitP OoB. ARTICLES ON: Flattop 2nd overview; & errata; Flattop Midway & Wake scenarios w/maps; Flattop optional rules; British air arm in Flattop; British fleet in Victory in the Pacific; air tactics in Midway'64; Native policy elaboration for Source of the Nile; Pacific scenarios for Submarine; Blitzkrieg variants. '82	n Good	Y	PLEASE take this off our hands !!!	\$4.00	\$0.50
120213	<b>General Magazine 19/1</b> No insert. Third Reich article (only) hilted in yellow; otherws EX. ■ ARTICLES ON: Storm over Arnhem analysis & strategy; Storm Over Arnhem mini game scenario; Storm over Arnhem replay pt1 & designers notes; Longest Day overview pt1 & scenario analysis; German strategy for invading France in Third Reich; Down with the King design notes & errata; Tobruk defensive tactics. '82	n VeryGd	Y	PLEASE take this off our hands !!!	\$5.00	\$1.00
94054	<b>General Magazine 19/1</b> No insert, otherws EX. ■ ARTICLES ON: Storm over Arnhem analysis & strategy; Storm Over Arnhem mini game scenario; Storm over Arnhem replay pt1 & designers notes; Longest Day overview pt1 & scenario analysis; German strategy for invading France in Third Reich; Down with the King design notes & errata; Tobruk defensive tactics. '82	n VeryGd	Y	PLEASE take this off our hands !!!	\$6.00	\$1.00
94058	<b>General Magazine 19/5</b> No insert, otherws EX. ■ ARTICLES ON: Struggle of Nations strategy & logistical concerns & errata; naval rules changes for War & Peace; British & French naval strategy in War & Peace; Italy in Diplomacy; updated (1983) rules for Waterloo; Russo-Turkish War scenarios for Wooden Ships & Iron Men; SL COD scenarios. '83	n VeryGd	Y	PLEASE take this off our hands !!!	\$6.00	\$1.00
41025	<b>General Magazine 19/6</b> No inserts; ASL scen from insert provided as photocopy. 1x3 Inventory label on cover. ■ Insert. ARTICLES ON: PBM Victory in the Pacific w/ si-move; Victory in the Pacific replay; diplomacy in Third Reich; Italy in Diplomacy; grading AH games for historicity; gammastered Flattop; naval fire & duds in Bismarck'78; Naval War; Soviet subs in Submarine; Submarine variant rules; SL clinic on ruble & roadblocks. '83	n VeryGd	Y	PLEASE take this off our hands !!!	\$5.00	\$1.00
94048	<b>General Magazine 20/1</b> No insert, otherws EX. ■ Insert. Articles include: SL: GI Anvil Victory preview & analysis, scenario analysis, design debate. errata; Victory in the Pacific replay. '83	n VeryGd	Y	PLEASE take this off our hands !!!	\$8.00	\$1.00
68338	<b>General Magazine 20/4</b> No insert. Cover mildly soiled. 1x3 Inventory label on cover. Otherws EX. ■ Insert w/ SL Scen O. ARTICLES ON: tour of Freedom in the Galaxy; PBM system for Starship Troopers & Dune; Diplomacy strategy; learning Squad Leader; another look at Blitzkrieg '75; SL clinic, concentration of force; new event cards for Kingmaker. '83	n Excel	Y	PLEASE take this off our hands !!!	\$8.00	\$1.00
46621	<b>General Magazine 20/5</b> 1x3 Inventory label on cover. ■ Insert. ARTICLES ON: Bull Run replay & history of commanders present; Bull Run Confed opening placement; Little Round Top analsis; Diplomacy; Gunslinger scenario; leaders in intermediate Gettysburg '77; Wooden Ships & Iron Men scenarios involving the fictional character Richard Bolitho by Arthur Kent. '84	n Excel	Y	PLEASE take this off our hands !!!	\$6.00	\$2.00
68350	<b>General Magazine 20/6</b> Cover spine area soiled. No insert. 1x3 Inventory label on cover. Otherws EX. ■ Insert & B-17 & Air Force variant inserts. ARTICLES ON: B-17 analysis; Origins '83 B-17 tournament; British Bomber charts for B-17; B-17 aircraft variants; Allied strategy in Luftwaffe; fighter analysis in Dauntless 2nd; Allied invasion options in Fortress Europa 2nd; Japanese jaws plan in Midway '64; Bull Run replay pt 2; Guns of August Second Balkans War scenario; SL scenarios SSTK 1a & b. '84	n Excel	Y	PLEASE take this off our hands !!!	\$3.50	\$1.00

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## Category 2: Potentially FREE! Liquidation Magazines; see terms

99279	<b>General Magazine 21/1</b> w/insert. Seperate errata sheet stapled onto Up Front errata page. Staple holes on margin of another dozen pages. Crease on mag cover. ■ ARTICLES ON: 2nd ed Up Front rules changes; card play in Up Front; Up Front analysis & Scenario A replay; British setup options in Storm Over Arnhem; GI Anvil scenario analysis; Russian defensive setup in Russian Campaign; D-Day Allian invasion possibilities. '84	n VeryGd	Y	PLEASE take this off our hands !!!	\$4.00	\$1.00
94042	<b>General Magazine 21/1</b> No insert, otherws EX. ■ ARTICLES ON: 2nd ed Up Front rules changes; card play in Up Front; Up Front analysis & Scenario A replay; British setup options in Storm Over Arnhem; GI Anvil scenario analysis; Russian defensive setup in Russian Campaign; D-Day Allian invasion possibilities. '84	n VeryGd	Y	PLEASE take this off our hands !!!	\$7.00	\$1.00
94043	<b>General Magazine 21/2</b> No insert, otherws EX. ■ Insert w/ SL scen P. ARTICLES ON: Napoloen at Bay analysis & strategy, with clarifications; resisting the French in Spain in War & Peace; French strategy in Napoleon (focused on the force march); Allied defense in France 1940; Allied strategy in Fortress Europa; British 'wasp' tactics in Third Reich; strategy for Battle for Italy; British strategy in 1776; analysis of War & Peace scenarios; Squad Leader clinic on smoke. '84	n VeryGd	Y	PLEASE take this off our hands !!!	\$4.50	\$1.00
84747	<b>General Magazine 21/3</b> No insert, otherws EX. ■ ARTICLES ON: Objectives in Battle of the Bulge '81; 10 Dec. scenario for Bulge '81; Bulge '81 replay & errata; club rules for Third Reich; Squad Leader clinic "gambit"; Men behind the leader counters in Gambit SL scenario; Source of the Nile additional rules; dealing with the loss of a home supply center in Diplomacy; tactics in Frederick the Great; solitaire Fortress Europa; Convoy scenario for Naval War; strategy for scenario 3 in Starship Troopers '76; first turn Allied strategy in Longest Day; Dieppe Panzer Leader scenario; Q&A. '84	n Excel	Y	PLEASE take this off our hands !!!	\$5.00	\$1.00
41126	<b>General Magazine 21/4</b> No insert. 1x3 Inventory label on cover. ■ Insert. Panzer Gruppe Guderian 2nd analysis & replay; British middle eastern strategy in Third Reich; Russian strategy in Russian Campaign; German benign occupation variant for Russian Campaign; Diplomacy; mating France 1940 & Stalingrad; SL scnario 2000; Soviet play in Third Reich; common Axis errors in Stalingrad. '85	n Excel	Y	PLEASE take this off our hands !!!	\$6.00	\$1.00
94047	<b>General Magazine 21/6</b> No insert (Arab-Israeli Lebanon & Firepower insert). ■ Insert including Arab-Israeli Lebanon & Firepower variants. ARTICLES ON: infantry in Firepower; Firepower campaign rules; Firepower scenario 3 replay; scenario analysis in Arab-Israeli Wars; Blitzkrieg '85 tourney rules; Tactics II amphibious variant; Arab-Israeli Wars Lebanon scenarios (5); SL clinic. '85	n VeryGd	Y	PLEASE take this off our hands !!!	\$4.00	\$1.00
94041	<b>General Magazine 22/6</b> No insert, otherws EX. ■ ARTICLES ON: ASL first impressions & infanry training; SL clinic on scenarios 1-3; ASL notes; the FMLN (of El Savador) & Firepower scenarios; invading district 5 in Fortress Europa; ASL scenario A-C; interview with Don Greenwood; War at Sea strategy; Diplomacy strategy & analysis; ASL scenario 5 analysis; German concerns for the first turn of Longest Day. '86	n VeryGd	Y	PLEASE take this off our hands !!!	\$6.00	\$1.00
111865	<b>General Magazine 23/4</b> Sml 1" mar on mag cover. Envelope stuck to insides of insert pages with ads; no signif material occluded. ■ Empires in Arms strategy & errata; 2-player War & Peace; Austerlitz scenario strategy in War & Peace; Napoleonic era scenarios for Wooden Ships & Iron Men; solitair Stellar Conquest; Allied strategy in Napoleon; British N.Africa strategy in Third Reich; Yellowstone.	n Excel	Y	PLEASE take this off our hands !!!	\$5.00	\$1.00
64573	<b>General Magazine 23/4</b> 1x3 Inventory label on cover. ■ Empires in Arms strategy & errata; 2-player War & Peace; Austerlitz scenario strategy in War & Peace; Napoleonic era scenarios for Wooden Ships & Iron Men; solitair Stellar Conquest; Allied strategy in Napoleon; British N.Africa strategy in Third Reich; Yellowstone.	n Excel	Y	PLEASE take this off our hands !!!	\$6.00	\$2.00
67071	<b>General Magazine 23/5</b> w/ASL scen F & G. 1x3 Inventory label on cover. ■ Insert including ASL scen F & G bound in mag. ARTICLES ON: Knights of Air design, addtl scenarios; Waterloo revision with new CRT, morale, OoB, etc; Allied options in Third Reich; More city targets for B-17; Manuevers for Richthofen's War; strategy in Victory in the Pacific; SL clinic on killing Tiger tanks. '87	n Excel	Y	PLEASE take this off our hands !!!	\$6.00	\$2.00
84962	<b>General Magazine 23/6</b> No insert. Stain on cover. Otherws EX. ■ Insert including w/ 1 ASL scenario bound in mag. ARTICLES ON: designer's notes for 1830 with analysis of the variouis RR companies; Reading RR variant with new RR & tiles for 1830; strategy, tactics & defensive skills in 1830; Nicaraguan Contra War & Firepower with scenarios; ASL scen G2-3; Axis strategy in Russian Campaign; Devil's Den by email; American strategy in Pax Britannica; city-building in Civilization; strategy in Magic Realm. '87	n Excel	Y	PLEASE take this off our hands !!!	\$6.00	\$1.00
84964	<b>General Magazine 25/6</b> No insert, otherws EX. ■ Insert. ARTICLES ON: the British in ASL & the scenarios of West of Alamein; the minor powers of ASL Last Hurrah; SL clinic; analysis of Panzer Armeee Afrika; ASL Scenario G9, N; 2-player rules for Raid on St. Nazaire; analysis of Desert War kit for Up Front; special forces scenarios for Firepower; analysis of Pax Britannica; analysis of Statis Pro Football. '89	n Excel	Y	PLEASE take this off our hands !!!	\$7.00	\$1.00
94141	<b>General Magazine 26/5</b> No Insert, otherws EX. ■ ARTICLES ON: design-your-own scenarios for Up Front; Up Front campaign game rules; Up Front Desert War replay; 3-player Up Front rules; Ambush personal reflections; 'Wrasslin' analysis; random appear opposing fighters for Air Force scenarios; 4 new, hypothetical scenarios for Flat Top emphasizing balance & uncertainty; YB-40 variant for B-17; covert SE Asia missions in Firepower; Notes on Red Devil division for ASL. '90	n VeryGd	Y	PLEASE take this off our hands !!!	\$4.00	\$1.00
79253	<b>General Magazine 26/5</b> No insert, otherws EX. ■ ARTICLES ON: design-your-own scenarios for Up Front; Up Front campign game rules; Up Front Desert War replay; 3-player Up Front rules; Ambush personal reflections; 'Wrasslin' analysis; random appear opposing fighters for Air Force scenarios; 4 new, hypothetical scenarios for Flat Top emphasizing balance & uncertainty; YB-40 variant for B-17; covert SE Asia missions in Firepower; Notes on Red Devil division for ASL. '90	n Excel	Y	PLEASE take this off our hands !!!	\$5.00	\$1.00
67023	<b>General Magazine 27/3</b> Return mailer stuck to inner pgs; will marr ASL scenario if removed. 1x3 Inventory label on cover. Otherws EX. ■ ARTICLES ON: Mediterranean strategy & double turns in Third Reich; shotgun approach to attacking England in Third Reich; transitioning from Third Reich to Adv Third Reich; designing 'Wrasslin', Adv Civ & Adv Third Reich; Longest Day replay; Longest Day variant; AtlantiCon ASL toumy scenarios, pt 2; Rommel's plan in Fortress Europa; Invading Brittany in Fortress Europa. '91	n Excel	Y	PLEASE take this off our hands !!!	\$5.00	\$1.00

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71622	<b>General Magazine 28/2</b> 1x3 Inventory label on cover. ■ ARTICLES ON: US Marines in ASL; Origins ASL Tourney scenarios pt2; Scenario briefing for ASL scenarios A25; Avaloncon II ; Advanced Civilization variant; Republic of Rome strategy; Flashpoint, Golan strategy & addtl 1992 scenario; B-17 tourney scenario; Statis Pro Football variant. '92	n New	Y	PLEASE take this off our hands !!!	\$9.00	\$2.00
84912	<b>General Magazine 28/2</b> w/ insert. ■ ARTICLES ON: US Marines in ASL; Origins ASL Tourney scenarios pt2; Scenario briefing for ASL scenarios A25; Avaloncon II ; Advanced Civilization variant; Republic of Rome strategy; Flashpoint, Golan strategy & addtl 1992 scenario; B-17 tourney scenario; Statis Pro Football variant. '92	n Mint	Y	PLEASE take this off our hands !!!	\$7.00	\$1.00
79265	<b>General Magazine 29/1</b> w/ insert. ■ Insert. ARTICLES ON: Avaloncon '93; History of the World scoring sheet & variant; History of the World walk thru; bidding for your empire in History of the World; defending turf in History of the World; We the People Preview; Roadkill intro; AtlantiCon'92 ASL tourney scenarios; Assassin previw. '93	n Excel	Y	PLEASE take this off our hands !!!	\$5.00	\$1.00
94157	<b>General Magazine 29/2</b> No inserts, otherws EX. ■ Inserts. ARTICLES ON: We the People strategy & replay; history of Lafayette; Acquire variants; We the People design notes; Kingmaker PC preview; ASL scenario briefing analysis of To the Last Man (from 24/1); Break Normandy preview; Up Front tourny rules. '94	n VeryGd	Y	PLEASE take this off our hands !!!	\$4.00	\$1.00
71701	<b>General Magazine 29/3</b> 1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: German defense in Breakout, Normandy; Allied options in Breakout Normandy; Guerilla preview; effective assassinations in Assassin; 7-player History of the World; Adv Civilization variant; Operation Crusader PC tactics; ASL scenario G19 Tough Nut to Crack analysis; Operation Crusader review; Breakout Normandy replay pt 1. '94	n New	Y	PLEASE take this off our hands !!!	\$5.00	\$1.00
71717	<b>General Magazine 29/4</b> 1x3 Inventory label on cover, otherws new ■ Inserts. ARTICLES ON: movement & combat methods in the Great Campaigns of Am Civil War series; Oil Wars, a history of conflicts & intrigue in the Middle East; Combat made Simple in the Grt BtIs of Am Civil War series via a worksheet; Road Kill review; revised combined rules for Stonewall Jackson's Way & Here Come the Rebels, including Roads to Antietam Alexandria variant map; Stalingrad PC designer notes; Maharaja analysis; optional rules for Gettysburg'88; Breakout Normandy Replay, pt2; 5th Fleet PC preview. '94	n New	Y	PLEASE take this off our hands !!!	\$7.00	\$2.00
71732	<b>General Magazine 29/5</b> 1x3 Inventory label on cover, otherws new. ■ Inserts. w/ ARTICLES ON: native policy in New World; non-player nations in New World; use of cavalry in the Great Campaigns of Am Civil War series; Stonewall Jackson's Way by mail; Turkish options in Empires in Arms; Myths of Pearl Harbor; Avaloncon '94; Operation Crusade PC (Hell Fire Pass) replay; opening German moves in Battle of the Bulge '92; Colonial Diplomacy designer notes; Flight Commander 2 preview. '94	n New	Y	PLEASE take this off our hands !!!	\$4.00	\$1.00
71765	<b>General Magazine 29/6</b> 1x3 inventory label on cover. Otherws new. ■ Insert. Contains ARTICLES ON: Road Kill analysis; 1-2 player Guerilla; the US military prior to WW2; Tyranno Ex tactics; ASL countering an AFV in Motion tactic; History of the World strategy; Up Front elevation rules; Wrasslin' 4 character insert; Flight Commander 2 preview; Attack sub variants & scenarios; 5th Fleet Bay of bengal series replay; Kremlin many player rules. '95	n New	Y	PLEASE take this off our hands !!!	\$3.00	\$1.00
94161	<b>General Magazine 29/6</b> w/inserts (Wrasslin). ■ Insert. Contains ARTICLES ON: Road Kill analysis; 1-2 player Guerilla; the US military prior to WW2; Tyranno Ex tactics; ASL countering an AFV in Motion tactic; History of the World strategy; Up Front elevation rules; Wrasslin' 4 character insert; Flight Commander 2 preview; Attack sub variants & scenarios; 5th Fleet Bay of bengal series replay; Kremlin many player rules. '95	n Excel	Y	PLEASE take this off our hands !!!	\$3.00	\$1.00
94143	<b>General Magazine 30/1</b> No Insert, otherws EX. ■ ARTICLES ON: Peloponnesian War strategy; analysis of leaders in Civil War; errata & advanced rules for Tokyo Express; March Madness '95 NCAA BBall Final Four teams; programmed ASL; 1830 PC preview; strategy in New World; Adv Civ PC preview; Fifth Fleet PC replay; Across 5 Aprils analysis of 1st Bull Run scenario; Flight Commander 2 PC scenarios & strategy; scenarios for Flash Point, Golan; tactics in ASL; tactics in Stalingrad PC. '95	n VeryGd	Y	PLEASE take this off our hands !!!	\$4.00	\$1.00
79273	<b>General Magazine 30/1</b> Insert & pgs 31-34 (w/ 2 ASL scenarios) missing. Otherws EX. ■ ARTICLES ON: Peloponnesian War strategy; analysis of leaders in Civil War; errata & advanced rules for Tokyo Express; March Madness '95 NCAA BBall Final Four teams; programmed ASL; 1830 PC preview; strategy in New World; Adv Civ PC preview; Fifth Fleet PC replay; Across 5 Aprils analysis of 1st Bull Run scenario; Flight Commander 2 PC scenarios & strategy; scenarios for Flash Point, Golan; tactics in ASL; tactics in Stalingrad PC. '95	n Excel	Y	PLEASE take this off our hands !!!	\$4.00	\$1.00
71816	<b>General Magazine 30/2</b> 1x3 Inventory label on cover, otherws new ■ ARTICLES ON: Blue, Green, Yellow & Purple strategy in Maharaja; Ireland add-on map variant for Britannia; Brit commandos in ASL; tactics for 1830 PC; fleet variant for Enemy in Sight; Maharaja reply; Knights of the Air scenarios & variants; tactics in Stalingrad PC, pt2; Maharaja errata. '95	n New	Y	PLEASE take this off our hands !!!	\$5.00	\$1.00
94146	<b>General Magazine 30/4</b> No Insert, otherws EX. ■ Inserts. ARTICLES ON: Strategy in & analysis of Colonial Diplomacy, w/ errata; Panzer Leader Arracourt scenario analysis, pt2; History of the World analysis of mid-game kingdoms; Stalingrad PC replay; interview w/ Mark Simonitch; Win Place & Show variant w/ insert; DASL scenario B analysis; Machiavelli 3rd preview; Sun Tzu & the art of war. '96	n VeryGd	Y	PLEASE take this off our hands !!!	\$4.00	\$1.00
66989	<b>General Magazine 30/4</b> 1x3 Inventory label on cover. ■ Inserts. ARTICLES ON: Strategy in & analysis of Colonial Diplomacy, w/ errata; Panzer Leader Arracourt scenario analysis, pt2; History of the World analysis of mid-game kingdoms; Stalingrad PC replay; interview w/ Mark Simonitch; Win Place & Show variant w/ insert; DASL scenario B analysis; Machiavelli 3rd preview; Sun Tzu & the art of war. '96	n Excel	Y	PLEASE take this off our hands !!!	\$5.00	\$1.00
79275	<b>General Magazine 30/5</b> w/ insert; 1 March Madness Card & 2" portion of Londons Burning Raid Log marred by envelope gum removal. Pages 31-34 (w/ ASL scenarios) removed. Otherws EX. ■ Insert. ARTICLES ON: Mustang review w/ additional scenarios & variant rules; Exhaustive aircraft characteristics for all nations for Mustangs; Machiavelli 3rd replay; Londons Burning review w/ play aids; March Madness dream teams w/ insert cards; History of the World variant to prevent a a fixed-order last turn; interview w/ Bill Levy; weapon breakdowns in ASL. '96	n Excel	Y	PLEASE take this off our hands !!!	\$4.00	\$1.00

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92992	<b>General Magazine 31/5</b> Inserts. ARTICLES ON: Age of Renaissance analysis & strategy; ZOC game feedback analysis; reviews of COA Jena; winning strategy in tourney play of Britannia, Colonial Dip; strategy in a tourney ASL scenario on Poland; strategy in History of the World; PC History of the World intro; Stonewall's Last Battle replay; review of DG Krieg, GAMERS GD'41; Survival of the Witless game system analysis; Age of Renaissance errata, analysis & variant w/ insert; Master of Orion II PC review; Princess Ryan's Star Marines preview; 1pg history of the war in Italy, 1943-4 using Anzio. '97	n Excel	Y	PLEASE take this off our hands !!!	<b>\$5.00</b>	<b>\$1.00</b>
43832	<b>General Magazine 31/5</b> 1x3 Inventory label on cover, otherws new. ■ Inserts. ARTICLES ON: Age of Renaissance analysis & strategy; ZOC game feedback analysis; reviews of COA Jena; winning strategy in tourney play of Britannia, Colonial Dip; strategy in a tourney ASL scenario on Poland; strategy in History of the World; PC History of the World intro; Stonewall's Last Battle replay; review of DG Krieg, GAMERS GD'41; Survival of the Witless game system analysis; Age of Renaissance errata, analysis & variant w/ insert; Master of Orion II PC review; Princess Ryan's Star Marines preview; 1pg history of the war in Italy, 1943-4 using Anzio. '97	n New	Y	PLEASE take this off our hands !!!	<b>\$6.00</b>	<b>\$2.50</b>
63635	<b>General Magazine 32/1</b> Mailing label & separate label removal mar on mag cover. 1x3 Inventory label on cover. Otherws EX. ■ Inserts. ARTICLES ON: Starship Troopers '97 replay w/ 2 scenarios; Princess Ryan's Star Marines Mission 24 analysis; Warcraft II analysis; Titan, the Arena analysis; Stellar Conquest solitaire variant; Dune 9player variant w/ insert; convention thoughts & notes; tips for Heroes of Might & Magic II PC; Great War at Sea, Mediterranean 1st strategy; Machiavelli 3rd errata; strategy in Breakout, Normandy pt 2; Gamers Crusader, Africa reviews; 'Aliens' variant for Starship Troopers '97. '98	n VeryGd	Y	PLEASE take this off our hands !!!	<b>\$6.00</b>	<b>\$1.00</b>

### AH International (AHIKS)

118342	<b>Kommandeur Newsletter v15 #4</b> v15 #4. Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '80	n Excel	Y	PLEASE take this off our hands !!!	<b>\$2.00</b>	<b>\$1.00</b>
118343	<b>Kommandeur Newsletter v15 #5</b> v15 #5. Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '80	n Excel	Y	PLEASE take this off our hands !!!	<b>\$2.00</b>	<b>\$1.00</b>
118344	<b>Kommandeur Newsletter v15 #6</b> v15 #6. Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '80	n Excel	Y	PLEASE take this off our hands !!!	<b>\$2.00</b>	<b>\$1.00</b>
118345	<b>Kommandeur Newsletter v16 #1</b> v16 #1. Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '81	n Excel	Y	PLEASE take this off our hands !!!	<b>\$2.00</b>	<b>\$1.00</b>
118346	<b>Kommandeur Newsletter v17 #1</b> v17 #1. Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '82	n Excel	Y	PLEASE take this off our hands !!!	<b>\$2.00</b>	<b>\$1.00</b>
118347	<b>Kommandeur Newsletter v17 #2</b> v17 #2. Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '82Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '82	n Excel	Y	PLEASE take this off our hands !!!	<b>\$2.00</b>	<b>\$1.00</b>
118348	<b>Kommandeur Newsletter v22 #4</b> v22 #4. Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '87	n Excel	Y	PLEASE take this off our hands !!!	<b>\$2.00</b>	<b>\$1.00</b>
118349	<b>Kommandeur Newsletter v48 #1</b> Laser printed in B&W and 3-holed. ■ v48 #1. Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '13	n Excel	Y	PLEASE take this off our hands !!!	<b>\$5.00</b>	<b>\$1.00</b>
118352	<b>Kommandeur Newsletter v48 #5</b> Laser printed in B&W and 3-holed. ■ v48 #5. Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '13	n Excel	Y	PLEASE take this off our hands !!!	<b>\$5.00</b>	<b>\$1.00</b>
118353	<b>Kommandeur Newsletter v48 #6</b> Laser printed in B&W and 3-holed. ■ v48 #6. Originally the house 'zine of the AH Intl Kriegspieler's Society, it morphed into a general wargaming mazine in the early 70s. Mostly of historical interest now due to its limited size and thus limited articles. '13	n Excel	Y	PLEASE take this off our hands !!!	<b>\$5.00</b>	<b>\$1.00</b>

### Avalon Hill VICTORY Mag (AH VM)

94014	<b>Victory Magazine #6 [Cold War]</b> ARTICLES ON: Vietnam errata (1pg); Cold War design analysis & strategy, plus optional rules; Adding British to Ambush; the Marine's CAP strategy in Vietnam as an optional set of rules. '84	n Excel	Y	PLEASE take this off our hands !!!	<b>\$12.00</b>	<b>\$2.50</b>
76105	<b>Victory Magazine #8 [Index]</b> 1x3 Inventory label on cover. ■ Final issue of Victory as a distinct mag. ARTICLES ON: Index to articles in issues #1 - 8; Soviet strategy in NATO; NLF strategy in Vietnam; German & American airborne strategy in Hell's Highway; errata for Cold War, 6th Fleet & NATO. '85	n Mint	Y	PLEASE take this off our hands !!!	<b>\$5.00</b>	<b>\$1.00</b>

### Casus Belli Magazine (CasusB)



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117705	<b>Casus Belli Magazine # 53</b> Price tag remnant on cover. ■ French-language magazine of simulation gaming of all genres. Includes fiction, game reviews, variants, etc. ALL text in French.	n	Excel	Y	PLEASE take this off our hands !!!	\$5.00	\$1.00
<b>DecGms FIRE &amp; MOVEMENTMag (Dec FM)</b> <a href="http://www.decisiongames.com">http://www.decisiongames.com</a>							
46716	<b>Fire &amp; Movement (Dec Gms) #119</b> 1x3 Inventory label on cover, otherws new. ■ ARTICLES & REVIEWS ON: GAMERS Burma 1st w/ strategy, GMT Paths of Glory 1st, APL GWAS Russo-Japanes War & USN Plan Black, GMT Salamis kit for War Galley. '00	n	New	Y	PLEASE take this off our hands !!!	\$4.00	\$1.00
<b>DecGms WARGAMER v2 Mag (Dec WG)</b> <a href="http://www.decisiongames.com">http://www.decisiongames.com</a>							
66944	<b>Wargamer (Decision Games) v2 # 3</b> 1x3 Inventory label on cover. ■ ARTICLES ON: M-B Shogun review; Aesthetics, function & history in wargame graphics by RB MacGowan et al w/ check list [a must read]; 2 reviews of AH Britannia; review of GDW Scorched Earth w/ Siege of Sevastopol sceario & house rules; reviews of Bard's Tale PC & Russia, the Great War in East 1941-5 PC; novice v veterm gaming tips; 2-map campaign game for TSR Eckmuhl & Abensberg; tactics in WWW Napoleon & Archduke Charles; reviews of VG Omaha Beachhead, CoA Last Victory; WWW Battle Cry! errata. '87	n	Excel	Y	PLEASE take this off our hands !!!	\$3.00	\$1.00
86782	<b>Wargamer (Decision Games) v2 #10</b> ARTICLES ON: Assault on Hoth review & strategy; PANTHERS' Fire Brigade review; PacRim's 48th Panzer Corp history; ASL Partisan's 1st review; Pegasus Bridge strategy; Abensberg strategy; ASL scenario WG3-6; PC software reviews. '89	n	Excel	Y	PLEASE take this off our hands !!!	\$3.00	\$1.00
98760	<b>Wargamer (Decision Games) v2 #12</b> ARTICLES ON: CofA Edelweiss review & analysis; GDW Great Patriotic War review & strategy; VG Tokyo Express analysis; WWW Fortress Stalingrad opening moves strategy; reviews of GDW Cheftan, TSR Buck Rogers; analysis of SSG Decisive BtIs of Am Civil War PC, pt 1; Operation Wolf & Platoon PC; index to Wargamer v2 issues #1-12. '89	n	Mint	Y	PLEASE take this off our hands !!!	\$4.00	\$1.00
84414	<b>Wargamer (Decision Games) v2 #14</b> ARTICLES ON: WWW Desert Steel review; CofA Lee Invades the North review & errata; Far Seas analysis; WWW Duel in the Desert 3-turn replay, tactics, errata; WWW Beirut replay & Sandbag '82-84 3-player variant; reviews of TSR La Grande Armee, PSS Annals of Rome PC & Risk PC; Decisive BtIs of Am Civil War PC pt 2. '89	n	Excel	Y	PLEASE take this off our hands !!!	\$3.00	\$1.00
72604	<b>Wargamer (Decision Games) v2 #16</b> 1x3 Inventory label on cover. ■ ARTICLES ON: SDI First Blood review; GDW Test of arms review; COA La B Albuera-Espagnol analysis; VG Civil War Southern strategy; WWW Africa Orientale playthru; WWW Rush for Glory playthru; EMS Rise & Fall review; TSR Sniper Bug Hunt review; Collecting wargames; SSI Stellar Crusade PC; Microprose Pirates! PC; SC Strateic Conquest PC. '89	n	Excel	Y	PLEASE take this off our hands !!!	\$2.00	\$1.00
98987	<b>Wargamer (Decision Games) v2 #17</b> ARTICLES ON: Hitler's Last Gamble analysis; Survey of Bulge 1944 games; Napoleon's Last BtIs quad analysis; Harvest of Death analysis; PC game reviews. '89	n	Excel	Y	PLEASE take this off our hands !!!	\$3.00	\$1.00
<b>Decision Games S&amp;T Games (DecS T)</b> <a href="http://www.decisiongames.com">http://www.decisiongames.com</a>							
58828	<b>Strategy &amp; Tactics (DecGm) #211</b> Magazine-only; no rules. 1x3 Inventory label on cover. ■ Magazine only, Rules not included. ARTICLES ON: Allied Intervention in the Russian Civil War, 1917-20; Rise of the Soviet Army; the B-2 Bomber; the Indo-Pakistani power balance; the first Jacobite Wars in Britain, 1670-1701; Military History of Colonial Brazil. '01	n	Mint	Y	PLEASE take this off our hands !!!	\$3.50	\$1.00
141238	<b>Strategy &amp; Tactics (DecGm) #223</b> Some moisture rippling on upper margin of mag; pages otherws clean. ■ Magazine only, Rules not included. ARTICLES ON: 1918, Germany's Last Chance; the French Campaign in Egypt After Napoleon, 1799-1801; Australia & the War on Terror 2001-2; Swedish-Tripolitanian War 1798-1803; Shogun's March to Peking, 1592-58.	n	VeryGd	Y	PLEASE take this off our hands !!!	\$2.00	\$1.00
95945	<b>Strategy &amp; Tactics (DecGm) #226</b> Magazine only, Rules not included. ARTICLES ON: Clash of Armor in the Sinai, 1956 & 1967; Insurgency in Nepal; Prusso-German Army, 1815-1914; Naval Revolution, Sail to Steam; Maginot Line Myths; Cromwell's New Model Army & the English Civil War, 1642-51; German Naval Warfare in WWII; Variant for Dixie #43.	n	Excel	Y	PLEASE take this off our hands !!!	\$3.00	\$1.00
96843	<b>Strategy &amp; Tactics (DecGm) #237</b> Magazine only, Rules not included. ARTICLES ON: the Desert War in WWI, Allenby & Armageddon; Hoover, Dragoners & the Boxer Rebellion; Union Indian Regiment in the Civil War; Lawrence of Arabia & the Arab Revolt.	n	Excel	Y	PLEASE take this off our hands !!!	\$3.00	\$1.00
130836	<b>Strategy &amp; Tactics (DecGm) #265</b> Magazine only, Rules not included. ■ Magazine only, Rules not included. 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.	n	Excel	Y	PLEASE take this off our hands !!!	\$5.00	\$1.00
141250	<b>Strategy &amp; Tactics (DecGm) #278</b> Spine has remnant of mailing cover adhered to spine. ■ Mag only. ARTICLES ON: Tobruk 1941 & Operation Crusader; Riverine logistics at Shiloh, Apr 1862; Btl of Fei River, China, Nov 383AD; Sino-Vietnamese War, 1979; ACH-47A Helicopter gunships; how Japan won the First World War; Geo Washington: genius or bumpkin?; today's Irish Defense Force.	n	Excel	Y	PLEASE take this off our hands !!!	\$4.00	\$1.00
140426	<b>Strategy &amp; Tactics (DecGm) #289</b> This is the magazine-only edition; cover illustration differs from that of Mag & game edition. ■ Mag only. Note that mag cover for mag-only format differs from that of mag-game edition. ARTICLES ON: War of Autrian Succession; America's Road to Civil War analysis; Fall of Cherbourg, 1944; Myanmar's (Burma's) Insurgency; Alexander the Great's Nemesis, Memnon of Rhodes; Russians & French in northern Italy 1799; Russian's Guards Attack During Brusilov Offensive 1916; CDAA Radio Triangulation Systems after WW2. '14	n	Excel	Y	PLEASE take this off our hands !!!	\$5.00	\$1.00
131466	<b>Strategy &amp; Tactics (DecGm) #296</b> Mag only. ARTICLES ON: Armies of the Korean War; the Kieve Operation, 1920; Roman Army in the Era of Julius Caesar; Haitian Revolution, 1791-1803; Other Slave Revolts in the Carribbean, 1733-60; Heros & Poets in the Ancient World; Bicycles at War; Namibia, Apartheid Aborted.	n	Mint	Y	PLEASE take this off our hands !!!	\$5.00	\$1.00

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**141280 Strategy & Tactics (DecGm) #303**      n    VeryGd      Y    PLEASE take this off our hands !!!    \$4.00      \$1.00  
 2 vertical creases on cover. ■ Mag only. ARTICLES ON: War Returns to Yugoslavia, 1991; Battle of Fort Stevens, 1864; Battle of Culloden, Aug 1745; Julian's Persian Campaign of 363AD; Fauconberg's Attack on London; Saga of Captain Molly; Pale Rider of Gettysburg; Strange Case of Takur Ghar; Brazilian Expeditionary Force in WWII.

### Game Designers Workshon (GDW)

**122882 Challenge Magazine # 28**      n    Excel      Y    PLEASE take this off our hands !!!    \$3.00      \$1.00  
 GDW's mag of adventure & sci-fi gaming.

**122886 Challenge Magazine # 32**      n    Excel      Y    PLEASE take this off our hands !!!    \$4.50      \$1.00  
 GDW's mag of adventure & sci-fi gaming.

**122887 Challenge Magazine # 33**      n    Excel      Y    PLEASE take this off our hands !!!    \$4.00      \$1.00  
 GDW's mag of adventure & sci-fi gaming. '88

**122888 Challenge Magazine # 34**      n    Excel      Y    PLEASE take this off our hands !!!    \$3.00      \$1.00  
 GDW's mag of adventure & sci-fi gaming. '88

**122889 Challenge Magazine # 35**      n    Excel      Y    PLEASE take this off our hands !!!    \$5.00      \$1.00  
 GDW's mag of adventure & sci-fi gaming. '88

**122891 Challenge Magazine # 37**      n    Excel      Y    PLEASE take this off our hands !!!    \$5.00      \$1.00  
 GDW's mag of adventure & sci-fi gaming. '89

### GRD's Europa Mag (GRD Eu)

**96708 Europa MAGAZINE # 8**      n    Excel      Y    PLEASE take this off our hands !!!    \$5.00      \$2.00  
 Several sml spots on mag cover; otherws EX. ■ ARTICLES ON: Comments on prior issue's articles, and proposed revised counters for War in the Desert; German railroad Eng OoB; modeling German improvised defenses in Germany in Second Front; rules court on The Urals, WITD, Near East, Spain & Portugal, Marita Merkur; Eurofest & Gencon pictorial; Italian 1st Inf Div; Q&As. '89

### Mavfair Games (Mavfr)

<http://www.coolgames.com>

**106666 Mayfair Promo Expansion Set # 9**      n    New      Y    PLEASE take this off our hands !!!    \$9.00      \$2.00  
 Countersheet w/ counters for Patrician (6) and Hot Tin Roof (30). Includes 1pg of rules removed from a trade mag in which this promo kit was published.

**105955 Mayfair Promo Expansion Set #10**      n    New      Y    PLEASE take this off our hands !!!    \$8.00      \$2.00  
 Countersheet w/ 4 very large counters for Bedpans & Broomsticks (2) & Whitewater (2). Includes 1pgs of rules removed from mag in which this promo kit was published.

**108019 Mayfair Promo Expansion Set #14**      n    New      Y    PLEASE take this off our hands !!!    \$6.00      \$1.00  
 Promotional variant kit w/ a large die cut tiles for each of 2 games, Bacchus Banguet & Mad City. Includes 1pg of brief rules torn from an industry mag in which this appeared. '15

**109221 Mayfair Promo Expansion Set #15**      n    New      Y    PLEASE take this off our hands !!!    \$6.00      \$1.00  
 Promotional variant kit w/ die cut counters for two games, Steam (5 Demanding Suppliers) & Asgard's Chosen (3 Glacier tiles). Includes 1pg of brief rules torn from an industry mag in which this appeared. '15

**109223 Mayfair Promo Expansion Set #16**      n    New      Y    PLEASE take this off our hands !!!    \$6.00      \$1.00  
 Promotional variant kit w/ die cut counter for 2 games, Hot Tin Roof (21) and Road Rally USA (3). Includes 1pg of brief rules torn from an industry publication this variant was found in. '15

**109760 Mayfair Promo Expansion Set #18**      n    New      Y    PLEASE take this off our hands !!!    \$4.00      \$1.00  
 Promotional variant kit with die cut counters for two games: Flea Market (16) & Giza (4), together w/ 1pg of rules torn from a trade publication in which this was published. '15

### Miscellaneous MAG Publsr (MiscMg)

**84514 Civil War Times Illustrated (Oct'76)**      n    Excel      Y    PLEASE take this off our hands !!!    \$1.00      \$1.00  
 52pg historical magazine focused on the history of the American Civil War.

**118028 Command Post Newsletter v5 #6**      n    Excel      Y    PLEASE take this off our hands !!!    \$1.00      \$0.50  
 Small newsletter of a gaming organization in TX. Includes reviews, scenarios, etc. '85

**118029 Der Brandeburger Newsletter # 8**      n    VeryGd      Y    PLEASE take this off our hands !!!    \$2.00      \$1.00  
 Photocopy; may have been published this way. ■ Photocopy; may have been published this way. Newsletter with history & OoBs, weapon analysis, reviews, diplomacy & games' strategy, etc. '78

**98708 Game News Magazine # 3**      n    Excel      Y    PLEASE take this off our hands !!!    \$2.00      \$0.50  
 May 1985. Gaming mag that sought to cover it all in the 80s. ARTICLES ON: Q&A for Rommel in the Desert 2nd; reviews of VG Panzer Command, GDW Southern Front, TFG History of the Second World War, QTRDCK Royal Navy, AH Hitler's War 2nd, Sixtomania, Rush Hour, Constellation, GW Doctor Who; Scenario for Battledroids; Making & Marketing Your Game; Variant Rules for MAYFR Empire Builder & British Rails. '85

**117617 Games Magazine #18**      n    Mint      Y    PLEASE take this off our hands !!!    \$1.00      \$0.50  
 Mag of general interest, simple games & puzzles.

**117618 Games Magazine #18**      n    Excel      Y    PLEASE take this off our hands !!!    \$1.00      \$0.50  
 Half of one page (p61-2) clipped; otherws EX. ■ Mag of general interest, simple games & puzzles.

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117647	<b>Games Magazine #23</b> Remainder hole drilled thru upper right corner of entire mag. Otherws mint. ■ Mag of general interest, simple games & puzzles.	n	Excel	Y	PLEASE take this off our hands !!!	\$1.00	\$0.50
100448	<b>Military History Magazine v9 #6</b> Feb 1993. ■ Feb 1993 issue. ARTICLES ON: Spy Without a Cause: William Heron; Imam Shamyil, Born to War; Origins of Chemical Warfare; the English Zeebrugge Raid on U-Boat Bases, 1918; Battle of Trevilian Station, June 1864; British defeat at Battle of the Monongahela River, 1753; Caesar's Defeat of the Gauls at Alesia, 53AD; American Bombing Campaign against Germany, 1943-5; Canadian Airmen in WWI; the Meuse & Maas Rivers in Wars Thru 2 Centuries. '93	n	Excel	Y	PLEASE take this off our hands !!!	\$1.00	\$0.50
116791	<b>Military Illustrated # 65</b> Oct'93. ■ Oct'93. Magazine of military history, with an emphasis on Europe and on the weapons & uniforms of the times. ARTICLES ON: the 9mm Luger Lange Pistol '08; Croatian Military Border of 18th & 19th Century; Lacashire Hussars 1855; Gwalior Campaign 1843; Brudenell, Noland & That Fateful Message; Young Napoleon. '93	n	Excel	Y	PLEASE take this off our hands !!!	\$2.50	\$0.50
128256	<b>Military Vehicles Magazine #119</b> Magazine focused on non-armored, US-produced military vehicles (eg Jeeps & trucks) - and the parts the still keep them running. '07	n	Mint	Y	PLEASE take this off our hands !!!	\$1.00	\$0.50
114428	<b>Scale Aviation Modeler Magazine v6 #11</b> Nov 2000. Magazine of highly detailed info facilitating scale modeling of air craft of the 20-21st centuries. Well illustrated, and mostly in color. '00	n	Excel	Y	PLEASE take this off our hands !!!	\$5.00	\$0.50
118336	<b>The ? Newsletter v1 #2</b> Early wargaming zine published by the D-Day Society & focused on analysis, replays & perfect plans for AH D-Day game.	n	Excel	Y	PLEASE take this off our hands !!!	\$2.00	\$1.00
118355	<b>Variant, Gaming Aid Quatrly Nwsltr v1#4</b> Small newsletter dedicated to game scenarios & variants in historical & role playing genres. '82	n	Excel	Y	PLEASE take this off our hands !!!	\$1.00	\$0.50
117673	<b>Volunteers Newsletter # 1</b> #1. Short newsletter aiming to file a perceived void in articles covering wargames of the American Civil War. Often detailed & often well written, articles cover strategy & analysis, set up and to a lesser extent history. '87	n	Mint	Y	PLEASE take this off our hands !!!	\$2.00	\$0.50
141226	<b>World War II Magazine Jan'04</b> 1/4" divit tear on cover & 3pgs of mag. Otherws EX. ■ Magazine of the history, personalities, weapons & results of World War II.	n	VeryGd	Y	PLEASE take this off our hands !!!	\$1.00	\$0.25

### SJJG Fire & Movement Mag (SJJG FM)

75266	<b>Fire &amp; Movement Magazine # 33</b> 1x3 Inventory label on cover. ■ ARTICLES ON: review of SL GI Anvil of Victory (w/ errata), Seapower & the State; Rules Style Parody; review of Wings 1st; the Language of Wargaming; Miniatures for Wargamers; the Complete Brigadier mini rules set; brief reviews of Gettysburg High Tide of the Confederacy, Little Round Top, Remember the Alamo, Army Group North, Squad Leader. '83	n	Excel	Y	PLEASE take this off our hands !!!	\$4.00	\$1.50
125103	<b>Fire &amp; Movement Magazine # 49</b> ARTICLES ON: Origins '86 review; 10th anniversary of F&M mag, a History; Survey of the Evolution of Wargaming; review of Trial of Strength; SSI Battle of Antietam; World in Flames 1st Barbarossa scenario; Comparison of Board & Computer Wargames; reviews of Duel for Kharkov & Imperium Romanum II. '86	n	Excel	Y	PLEASE take this off our hands !!!	\$3.00	\$1.00

### Sovereign Media (SovMed)

<http://WarfareHistoryNetwork.com>

141224	<b>WWII History Magazine Apr 2015</b> Magazine of the history, personalities, weapons & results of World War II.	n	Excel	Y	PLEASE take this off our hands !!!	\$2.00	\$1.00
141222	<b>WWII History Magazine Dec 2014</b> 4" scuff mark near spine on cover. ■ Magazine of the history, personalities, weapons & results of World War II. Major articles on: Melee for Manhay-Grandmenil during the Bulge; Nazi War Machine; A Memory of Pearl Harbor; Fall of Beijing; Greeting the Liberators; the Weater War. '14	n	Excel	Y	PLEASE take this off our hands !!!	\$2.00	\$1.00
141221	<b>WWII History Magazine Dec 2015</b> Narrow scuff along spine of cover page. Otherws EX. ■ Magazine of the history, personalities, weapons & results of World War II.~~	n	Excel	Y	PLEASE take this off our hands !!!	\$2.00	\$1.00
141225	<b>WWII History Magazine Feb 2015</b> Magazine of the history, personalities, weapons & results of World War II.~~	n	Excel	Y	PLEASE take this off our hands !!!	\$2.00	\$1.00
141218	<b>WWII History Magazine Feb 2016</b> Magazine of the history, personalities, weapons & results of World War II.~~	n	Excel	Y	PLEASE take this off our hands !!!	\$2.00	\$1.00
140448	<b>WWII History Magazine Feb 2017</b> 78pg well-illustrated magazine of the history of World War II. Akin to earlier History of World War II mag. '17	n	Excel	Y	PLEASE take this off our hands !!!	\$2.00	\$1.00
141219	<b>WWII History Magazine Jun 2015</b> Magazine of the history, personalities, weapons & results of World War II.~~	n	Excel	Y	PLEASE take this off our hands !!!	\$2.00	\$1.00
141223	<b>WWII History Magazine Oct 2014</b> Magazine of the history, personalities, weapons & results of World War II. Major articles on: First Day at Arracour 1944, Liberating Guam, Polish II Corp in Italy, Normandy's Little Victims; Death on the Volkhov. '14	n	Excel	Y	PLEASE take this off our hands !!!	\$2.00	\$1.00
141220	<b>WWII History Magazine Oct 2015</b> Magazine of the history, personalities, weapons & results of World War II.~~	n	Excel	Y	PLEASE take this off our hands !!!	\$2.00	\$1.00
140447	<b>WWII History Magazine Oct 2016</b> 78pg well-illustrated magazine of the history of World War II. Akin to earlier History of World War II mag. '16	n	Excel	Y	PLEASE take this off our hands !!!	\$2.00	\$1.00

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Part#	Game Title & Edition	Box	General Condt	Out of Print ?	Our Normal Cash-Basis Price	Individual Liquidtn Price
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## Category 2: Potentially FREE! Liquidation Magazines; see terms

### SPI MOVES Magazine (SPIMov)

104246	<b>Moves Magazine (SPI) # 6</b> ARTICLES ON: Normandy 2nd Profile & strategy; the Great Arrow War, debating ancient shortbow range; Chinese Classical Warfare; Wargames From & About China; Battle of Maida outside Naples, 1806 w/ two reduced maps; Definition of Blitzkrieg; World War 0, 1775-1783. Dec72	n	Excel	Y	PLEASE take this off our hands !!!	\$9.00	\$2.00
116486	<b>Moves Magazine (SPI) #11</b> Mailing label on rear cover with some writing (on otherwise blank mailing area). Otherws mint. ■ ARTICLES ON: Adding Realism, Simultaneity & Historicity to CA; Foxbat & Phantom designer notes; Franco-Prussian War profile; Footnotes (letters) including Suggested Rule Changes to Nap At Waterloo & Borodino; Wargame Review of in-print games as of 1973; ERRATA for Soldiers, Normandy. '73	n	Excel	Y	PLEASE take this off our hands !!!	\$10.00	\$2.00
104258	<b>Moves Magazine (SPI) #18</b> ARTICLES ON: Sniper profile; El Alamein analysis; American Revolution analysis; Combined Arms additional units & scenarios; Footnotes (minor variants & such); Wooden Ships 1st review; index to Moves Mag #1-18 by article. '75	n	Excel	Y	PLEASE take this off our hands !!!	\$8.00	\$2.00
66866	<b>Moves Magazine (SPI) #22</b> 1x3 Inventory label on cover. ■ ARTICLES ON: Bull Run profile; tactics for the novice gamer; addendum to a StarForce scenario in Moves #21; Footnotes (minor variants etc); comparison of 1943 eastern front games; a review of SPI the company. '75	n	Excel	Y	PLEASE take this off our hands !!!	\$8.00	\$2.00
88704	<b>Moves Magazine (SPI) #25</b> ARTICLES ON: Self-reflections on SPI's 1975; World War I analysis; Sorcerer scenarios & variant; Footnotes (minor variants etc, including an expanded Oil War scenario); Game Design Seminar pt3: Research; variants for Blue & Gray quad; review of Rand's Vicksburg & Battline's Shenandoah. '76	n	Excel	Y	PLEASE take this off our hands !!!	\$6.00	\$2.00
137282	<b>Moves Magazine (SPI) #29</b> Suffs to cover. Yellow highlighting in 2 articles. Mailing label on rear cover. ■ Special 40pg issue. ARTICLES ON: Panzergruppe Guderian analysis; Terrible Swift Sword analysis; an SPI Game Library; Wagram analysis; glossary of German military terms; index to S&T Magazine #19-58, and Moves #1-28; Military Unit Symbols; Wargaming terminology; SPI Clan at Origins II; designing your own Mech War '77 and Panzer '44 scenarios; ERRATA for Terrible Swift Sword and Blue & Gray Quad I & II. '76	n	VeryGd	Y	PLEASE take this off our hands !!!	\$1.00	\$0.50
91589	<b>Moves Magazine (SPI) #29</b> Cover scuffed & some edge tears. ■ Special 40pg issue. ARTICLES ON: Panzergruppe Guderian analysis; Terrible Swift Sword analysis; an SPI Game Library; Wagram analysis; glossary of German military terms; index to S&T Magazine #19-58, and Moves #1-28; Military Unit Symbols; Wargaming terminology; SPI Clan at Origins II; designing your own Mech War '77 and Panzer '44 scenarios; ERRATA for Terrible Swift Sword and Blue & Gray Quad I & II. '76	n	Excel	Y	PLEASE take this off our hands !!!	\$2.00	\$1.00
59483	<b>Moves Magazine (SPI) #29</b> 1x3 Inventory label on cover. ■ Special 40pg issue. ARTICLES ON: Panzergruppe Guderian analysis; Terrible Swift Sword analysis; an SPI Game Library; Wagram analysis; glossary of German military terms; index to S&T Magazine #19-58, and Moves #1-28; Military Unit Symbols; Wargaming terminology; SPI Clan at Origins II; designing your own Mech War '77 and Panzer '44 scenarios; ERRATA for Terrible Swift Sword and Blue & Gray Quad I & II. '76	n	Excel	Y	PLEASE take this off our hands !!!	\$3.00	\$2.00
75443	<b>Moves Magazine (SPI) #29</b> 1x3 Inventory label on cover. ■ Special 40pg issue. ARTICLES ON: Panzergruppe Guderian analysis; Terrible Swift Sword analysis; an SPI Game Library; Wagram analysis; glossary of German military terms; index to S&T Magazine #19-58, and Moves #1-28; Military Unit Symbols; Wargaming terminology; SPI Clan at Origins II; designing your own Mech War '77 and Panzer '44 scenarios; ERRATA for Terrible Swift Sword and Blue & Gray Quad I & II. '76	n	VeryGd	Y	PLEASE take this off our hands !!!	\$2.00	\$1.00

### SPI S&T Magazine Games (SPIS T)

44149	<b>Strategy &amp; Tactics (SPI) # 44</b> 1x3 Inventory label on cover. ■ Mag only; no rules. ARTICLES ON: Tank, a Weapons System Survey; Sea War in the Age of Sail, 1650-1830.	n	Excel	Y	PLEASE take this off our hands !!!	\$5.00	\$1.00
107617	<b>Strategy &amp; Tactics (SPI) # 53</b> Mag only; no rules. ARTICLES ON: Punic Wars, Rome v Carthage 264-146BC; FYEO; History of Wargaming Update; Tank After-Action Report.	n	Excel	Y	PLEASE take this off our hands !!!	\$6.00	\$2.00
92257	<b>Strategy &amp; Tactics (SPI) # 60</b> Mag only; no rules. ARTICLES ON: Peninsular Campaign, May-July 1862; 1976 SPI Annual Report; After the Holocaust, Nuclear Devestation of America.	n	Excel	Y	PLEASE take this off our hands !!!	\$5.00	\$2.50
72690	<b>Strategy &amp; Tactics (SPI) # 60</b> 1x3 Inventory label on cover. ■ Mag only; no rules. ARTICLES ON: Peninsular Campaign, May-July 1862; 1976 SPI Annual Report; After the Holocaust, Nuclear Devestation of America.	n	Excel	Y	PLEASE take this off our hands !!!	\$4.00	\$2.00

### TSR Games (TSR)

117665	<b>Polyhedron Newszine # 99</b> Glossy mag covering fantasy role playing and proving new adventures, detailed descriptions of a coin system, new weapons systems, new villains, etc. '94	n	Mint	Y	PLEASE take this off our hands !!!	\$1.00	\$0.50
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### TSR S&T Games (TSRS T)

96862	<b>Strategy &amp; Tactics (TSR) # 99</b> Btm 1/4 of mag cover torn off entirely & restored/largely repaired with tape. Narrow gap remains at btm near spine. No rules. ■ Mag only; no rules. ARTICLES ON: POW Guard to Prisoner Ratios in WW2; Unluck US XI Corp in the Am Civil War; Resistance in Afghanistan; Napoleon's Fight for Empire, Btl of Luetzen 1813; the Armies of 1813; GenCon Minis award winners; Berg reviews: ADG Empires in Arms 1st, Napoleonic Wars trilogy, GDW Third World War series (Btl for Germany, Southern Front), WEG Killer Angels, QTRDCK Grant Moves South; ERRATA for Trail of the Fox #97.	n	VeryGd	Y	PLEASE take this off our hands !!!	\$2.00	\$1.00
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Part#	Game Title & Edition	Box	General Condtn	Out of Print ?	Our Normal Cash-Basis Price	Individual Liquidtn Price
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## Category 2: Potentially FREE! Liquidation Magazines; see terms

<b>96825</b>	<b>Strategy &amp; Tactics (TSR) Sp#4</b>	n	Excel	Y	PLEASE take this off our hands !!!	<b>\$3.00</b>	<b>\$2.00</b>
Special Issue # 4. ARTICLES ON: Volunteers in Military Service by Nation in 1983; German Mobilization in WWII, Unclassified Units; Texas Revolution at Sea; Wars of the Triple Alliance; Development of the Armored Division in WWII; Electronic Warfare in the 20th Century; US Military Aid to the French in Veitnam, 1950-4; the French Reistance 1940-44; Drive on Stalingrad variant removing the historical restrictions imposed by Hitler; Berg's Review of Games: Napoleon's Italian Campaign, 8th Army Operation Crusader, Operation Badr, Druid.							
<b>131322</b>	<b>Strategy &amp; Tactics (TSR) Sp#4</b>	n	VeryGd	Y	PLEASE take this off our hands !!!	<b>\$2.50</b>	<b>\$1.00</b>
Some minor moisture warping to top of mag cover & 1st page. Otherws EX. ■ Special Issue # 4. ARTICLES ON: Volunteers in Military Service by Nation in 1983; German Mobilization in WWII, Unclassified Units; Texas Revolution at Sea; Wars of the Triple Alliance; Development of the Armored Division in WWII; Electronic Warfare in the 20th Century; US Military Aid to the French in Veitnam, 1950-4; the French Reistance 1940-44; Drive on Stalingrad variant removing the historical restrictions imposed by Hitler; Berg's Review of Games: Napoleon's Italian Campaign, 8th Army Operation Crusader, Operation Badr, Druid.							

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

<b>120057</b>	<b>Armees Miniatures Hors # 3</b>	n	unknown!	Y	PLEASE take this off our hands !!!	<b>\$5.00</b>	<b>\$1.00</b>
Sml, 1/8" marr on btm mag cover margin. Otherws new. ■ Glossy French-produced, French-language magazine of miniatures collecting including painting, assembling an army, etc. ALL text in French. '06							
<b>128115</b>	<b>Vae Victis Magazine #113</b>	n	New	Y	PLEASE take this off our hands !!!	<b>\$8.00</b>	<b>\$2.00</b>
Magazine only; no rules or game components. French magazine of military history as well as board & miniatures gaming, with a complete game in each issue. ALL text & rules in French.							

### WWW Strategy & Tactics (WWWS T)

<b>45190</b>	<b>Strategy &amp; Tactics (WWW) #120</b>	n	Excel	Y	PLEASE take this off our hands !!!	<b>\$3.00</b>	<b>\$1.00</b>
Mag only; No rules. 1x3 Inventory label on cover. ■ Mag only; no rules. ARTICLES ON: the degrees of the Iron Cross award; US Army Prescribed Supply allotments 1988; US Navy in WWII Plan v Reality; the Surrender of Geronimo; Patton the Psychologist; Balance of Power 1914; French Tactics in the Napoleonic Era; German U-Boats in the Black Sea in WW2; Panama Defense Force; Revolution in Latin America & Nicaragua.							
<b>75454</b>	<b>Strategy &amp; Tactics (WWW) #126</b>	n	Excel	Y	PLEASE take this off our hands !!!	<b>\$3.00</b>	<b>\$1.00</b>
1x3 Inventory label on cover. ■ Mag only; no rules. ARTICLES ON: Nicaragua & the American Civil War; Argentine Perspective on the Falklands War; modern Spanish Legion awaits a mission; the Israeli Invasion of Lebanon, 1982; Low Intensity Conflict in the Modern World; US Special Forces KIAs on Grenada 1983; Role of Cuba's Forces in Angola; ERRATA for Fortress Stalingrad #124 & Campaigns in the Valley #123.							
<b>98465</b>	<b>Strategy &amp; Tactics (WWW) #139</b>	n	Excel	Y	PLEASE take this off our hands !!!	<b>\$6.00</b>	<b>\$2.00</b>
Mag including rules (only). Supplementary (paper) countersheet on p57-8 neatly separated from mag but uncut & included. Some staining of a few mag pages. Otherws EX. ■ Mag only; no rules. Last WWW S&T issue. Published with a page of unmounted, color additional counter images (November Mobilization). ARTICLES ON: the 1990 Crisis in the Persian Gulf; Reactions of Noncombatant Civilians in a Crisis Area; Where is the Iraqi Army?; What is Saudi Arabia?; What is Iraq?; Strategy in Arabian Nightmare.							

### WWW Wargamer Magazine (WWWmag)

<b>116748</b>	<b>Wargamer Magazine (3W) #62</b>	n	Excel	Y	PLEASE take this off our hands !!!	<b>\$4.00</b>	<b>\$1.00</b>
No rules. ■ ARTICLES ON: Khe Sanh, study in confusion; Russian Front variant; RSS's Carrier Battles review, errata & optional rules; tactics in WEG Tank Leader East Front.							

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