

Fine Games' Retirement Liquidation Sale #4 - Get 'em GONE !



500 Games & Magazines Priced to Be GONE !

www.FineGames.com/retirement.htm

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

This is part of an ongoing series of **Retirement Liquidation Sales** designed to find a good home for all of our 7,000 wargames & magazines accumulated over a nearly 30 year career selling strategy board games. We aim to make you such a great offer that you take a load off of our shelves so that little goes into a dumpster when we finally call it quits. Subscribe if you'd like to be notified of future sales.

This fourth **Retirement Liquidation Sale** focuses on games, magazines & mag-games we want GONE! And to get them gone we've dropped prices here below even those of our beloved Annual Clearance Sale. We really do want most of these GONE in the next month.

~~504~~ **356** items are on the block here. Each at an irresistible price we've never offered before, many at or even below our own cost. The items included are drawn from two lists we maintain: the first of items we have a lifetime supply of; the second is of a short list that are problematic to sell on Amazon. (Things like Europa series games like First to Fight being called "child's toys" intended for children under 12, or other games declared as "pesticide products." Gotta love Amazon, or not.) So in all cases, we can slap a ridiculously low price on the item and really not be worse for wear in the end.

You are warned! Most of these are offered in a qty of just one, and are sold first-come, first served. Plus, it ends **Friday, 9 July**.

Retirement Liquidation Sale offer includes these rules of the game:

1. **This deal expires after Friday, July 9, 2021**. Your order **MUST** be placed and confirmed before then, and paid soon thereafter. This IS a firm deadline; procrastinators take note & put it on your calendar. I mean, geez, you've got a full month!
2. **Items in this Liquidation Sale each have a liquidation sale price.** Simple. That is the price you pay for each item.
3. **Please communicate your order to us by including each items' (1) part# (2) title and (3) price.** For example,

part# 123456	D-Day at Fine Games	\$10.00
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In addition, **please confirm your current address & phone, and tell us how you intend to pay for your order**. If all this info is included with your order, and you plainly state that you are ordering the items you've listed, we will immediately reserve what is available for you. If you are unclear about whether you are ordering, or how you intend to pay, we may not be able to reserve things for you immediately since it isn't clear you are ready to order.

4. **With one major exception, normal ordering, payment, and customer care terms apply. 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: PayPal & credit cards). 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. Send PayPal to PayPal@FineGames.com.
5. The major exception is that **shipping will generally be charged on the basis of shipping weight**. (This allows us to offer incredible deals but not lose our shorts on shipping, and is in contrast to the largely flat-rate charge we have used historically.) Orders requiring UPS shipment will be assessed shipping per our domestic shipping rates presented on the following page, and at www.FineGames.com/text/dom_ship.pdf. (Smaller orders allowing USPS shipment will ship with our lesser, normal rates. Foreign shipments will continue to be charged on a weight-based basis as always.)

"Weight" is the greater of physical or "dimensional" weight. Dimensional weight presumes a certain density to a given package size, and is UPS's way to generate additional revenue without providing any value in return.
6. **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 -- but the entire order will be shipped at the rates referred to in #5 above.
7. By the nature of this sale, **each item listed is at a quantity of ONE**. In some cases, we may have 1 or more additional copies of specific items available; please inquire. But we suggest assuming only 1 is available.
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.

Fine Games' domestic shipping rates which apply (only) to this sale. The primary change is that orders requiring UPS shipment will be assessed shipping charges based on shipping weight. Shipping weight is the greater of physical or dimensional weight.

USPS Domestic Weight-Based Shipping Rates & Options					
(pounds) Weight	Media Mail < definition >	First Class 3-7 Days	Priority Mail 2-3 Days	UPS ground 2-8 days	Express 1-2 Days
Envelope Flat Rate >	n/a	n/a	\$8.00 any 1 item, \$10.00 2+ items	n/a	\$28.50
Legal Flat Rate >	n/a	n/a	\$10.50	n/a	n/a
Medium Flat Rate Box >	n/a	n/a	\$16 for 1 boxed item	n/a	n/a
1	\$5.60	\$7.00 15.9oz max	\$16.00	\$22.00	\$45.85
2	\$6.66	n/a	\$16.00	\$22.00	\$51.74
3	\$7.62	n/a	\$19.42	\$22.00	\$57.13
4	\$8.77	n/a	\$22.38	\$22.00	\$63.46
5	\$9.84	n/a	\$25.49	\$22.81	\$69.88
6	\$10.90	n/a	\$33.24	\$22.89	\$76.06
7	\$11.96	n/a	\$36.91	\$23.55	\$82.59
8	\$13.04	n/a	\$40.69	\$24.36	\$89.02
9	\$14.12	n/a	\$44.46	\$25.37	\$96.03
10	\$15.20	n/a	\$48.31	\$26.69	\$102.71
11	n/a	n/a	\$56.41	\$34.74	\$109.67
12	n/a	n/a	\$60.35	\$35.81	\$114.24
13	n/a	n/a	\$62.18	\$37.11	\$118.96
14	n/a	n/a	\$65.32	\$39.02	\$123.89
15	n/a	n/a	\$66.70	\$40.44	\$128.76
16	n/a	n/a	\$71.96	\$41.51	\$133.95
17	n/a	n/a	\$75.53	\$42.12	\$139.30
18	n/a	n/a	\$79.36	\$44.19	\$143.75
19	n/a	n/a	\$82.58	\$45.29	\$148.50
20	n/a	n/a	\$86.20	\$46.84	\$153.30
21	n/a	n/a	\$89.70	\$47.91	\$162.05
22	n/a	n/a	\$90.66	\$49.49	\$167.75
23	n/a	n/a	\$91.15	\$50.96	\$173.45
24	n/a	n/a	\$93.20	\$53.20	\$180.25
25	n/a	n/a	\$94.69	\$54.01	\$185.95

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

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

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Part#	Game Title & Edition	Box	General Condt	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
Against the Odds Magazine (Agains) http://www.atomagazine.com							
131253	Dark and Bloody Ground #7 (w/ Mag)	HP	New		1.2	\$35.00 \$28.00	\$20.00
■ Mag + Game. v2 # 3. Game covering the 5 year struggle for control of what is now Ohio in what was then the Northwest Territory, between the colonizing & invading Americans, the resident natives, and the British who still maintained outposts in the area. Quarterly turns, area move map (1"=25mi) w/ tactical battle maps. 1 map, 280 counters, 4 scenarios, high solitaire suitability. P.Rohrbaugh'04							
AH Avalon Hill Game Co. (AH)							
140746	Bulge, Battle of the... ['65]	FB	VeryGd	Out-of-Print	2.5	\$49.00	\$35.00
Complete. Rules, CRT, TRC all lightly wrinkled thru use. Box corners reinforced w/ clear packing tape. Otherws EX. ■ The first AH game on the German Dec. 1944 offensive in the west that aimed to break thru to Antwerp but instead exhausted the German's limited resources. Classic & often tense game but weak simulation of Bulge. 12hrs/turn, rgt/brig level. '65							
145251	Bulge, Battle of the... ['65]	FB	VeryGd	Out-of-Print	2.5	\$45.00	\$35.00
Complete. A penciled address & a few lite spill stains on cover of basic rules. Some scuffs & lite abrasions on edges of box cover. Otherws EX. ■ The first AH game on the German Dec. 1944 offensive in the west that aimed to break thru to Antwerp but instead exhausted the German's limited resources. Classic & often tense game but weak simulation of Bulge. 12hrs/turn, rgt/brig level. '65							
145247	Gettysburg ['64]	FB	VeryGd	Out-of-Print	2.5	\$24.00	\$15.00
35% of Union counters are neatly made replacement counters; otherws complete. Inside of box sun faded. 2 corners repaired with packing tape. Entirely servicable. ■ The classic '64 gm of Gettysburg @ div lvl. '64							
AH 3M Reprints (AH-3M)							
88107	Image 2nd	BC	Excel	Out-of-Print	2.3	\$6.00	\$1.00
■ Simple family gm for 2-6 in which players think of people who match characteristics of various cards played by everyone that indicate time, place, activity, alive/dead, etc. Score more points the greater the number of qualifying cards.							
AH Avalon Hill GENERAL Ma (AH Gen)							
84727	General Magazine 15/2 (Mag Only)	n	Excel	Out-of-Print	0.3 Mag Only	\$7.00	\$2.00
Original printing. Missing original insert; photocopy included. ■ 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							
65603	General Magazine 16/6 (Mag Only)	n	Excel	Out-of-Print	0.3 Mag Only	\$8.00	\$2.00
1x3 Inventory label on cover. ■ Insert & Anzio 4-player Diadem scenario insert. ARTICLES ON: Dune overview & strategy; Diplomacy 1914 variant; Hunting scenario for Outdoor Survival; Opponents Wanted survey & summary; CRT analysis; 4 player Diadem scenario for Anzio 2nd, designers notes, plus replay; Probability in Panzerblitz; Area PBM rules. '80							
106923	General Magazine 17/2 (Mag Only)	n	VeryGd	Out-of-Print	0.3 Mag Only	\$4.00	\$1.00
No insert. ■ 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							
41032	General Magazine 17/2 (Mag Only)	n	Excel	Out-of-Print	0.3 Mag Only	\$5.00	\$1.00
No insert. 1x3 Inventory label on cover. ■ ARTICLES ON: Cross of Iron overview; guide to AH's PC software (now ancient history); Waterloo variant scenario for 15 June; interview w/ Frank davis; Crescendo of Doom clarifications; Victory in the Pacific replay. '80							
65611	General Magazine 17/2 (Mag Only)	n	Excel	Out-of-Print	0.3 Mag Only	\$8.00	\$2.00
1x3 Inventory label on cover. ■ ARTICLES ON: Cross of Iron overview; guide to AH's PC software (now ancient history); Waterloo variant scenario for 15 June; interview w/ Frank davis; Crescendo of Doom clarifications; Victory in the Pacific replay. '80							
65612	General Magazine 17/3 (Mag Only)	n	VeryGd	Out-of-Print	0.3 Mag Only	\$3.00	\$1.00
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							
63615	General Magazine 17/3 (Mag Only)	n	Excel	Out-of-Print	0.3 Mag Only	\$7.00	\$2.50
1x3 Inventory label on cover. ■ 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							
75339	General Magazine 18/1 (Mag Only)	n	New	Out-of-Print	0.4 Mag Only	\$7.00	\$2.50
1x3 Inventory label on cover, otherws new. ■ ARTICLES ON: Fury in the West 2nd overview & analysis; analysis of Bismarck'78 basic & adv game tactical combat systems; SL clinic on quiz on basic inf tactics; 2 player variant for Dune; Negotiation in Diplomacy pt1; Afrika Korp '80 rules overview; interview w/ Tom Dalglish; Panzerblitz scenario 6; opponents wanted survey pt3; Persian strategy in Alexander; French strategy in War & Peace. '81							
76248	General Magazine 18/2 (Mag Only)	n	Mint	Out-of-Print	0.4 Mag Only	\$9.00	\$2.00
1x3 Inventory label on cover. ■ 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							

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Part#	Game Title & Edition	Box	General Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtm Price
63617	General Magazine 18/4 (Mag Only)	n	Excel	Out-of-Print	0.4 Mag Only	\$4.00	\$1.00
	1x3 Inventory label on cover. ■ 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						
75331	General Magazine 18/4 (Mag Only)	n	New	Out-of-Print	0.4 Mag Only	\$5.00	\$2.00
	1x3 Inventory label on cover, otherwise new. ■ 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						
84763	General Magazine 20/4 (Mag Only)	n	Excel	Out-of-Print	0.4 Mag Only	\$8.00	\$1.00
	■ 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						
101411	General Magazine 20/6 (Mag Only)	n	Excel	Out-of-Print	0.4 Mag Only	\$4.00	\$1.00
	No insert. ■ 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						
56710	General Magazine 20/6 (Mag Only)	n	Excel	Out-of-Print	0.4 Mag Only	\$6.00	\$2.00
	w/ insert. 1x3 Inventory label on cover. ■ 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						
41158	General Magazine 21/2 (Mag Only)	n	Excel	Out-of-Print	0.4 Mag Only	\$6.00	\$1.00
	No insert. 1x3 Inventory label on cover. ■ Insert w/ SL scen P. ARTICLES ON: Napoleon 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						
76252	General Magazine 21/2 (Mag Only)	n	Mint	Out-of-Print	0.4 Mag Only	\$7.00	\$2.00
	1x3 Inventory label on cover. ■ Insert w/ SL scen P. ARTICLES ON: Napoleon 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						
99289	General Magazine 21/6 (Mag Only)	n	Excel	Out-of-Print	0.4 Mag Only	\$6.00	\$2.00
	w/ insert including Arab-Israeli Lebanon & Firepower variants. Does not contain Victory magazine. ■ Insert including Arab-Israeli Lebanon & Firepower variants. ARTICLES ON: infantry in Firepower; Firepower campaign rules; Firepower scenario 3 replay; scenario analysis in Arab-Israeli Wars; Blitzkrieg '85 tourney rules; Tactics II amphibious variant; Arab-Israeli Wars Lebanon scenarios (5); SL clinic. '85						
111872	General Magazine 22/6 (Mag Only)	n	Excel	Out-of-Print	0.4 Mag Only	\$6.00	\$2.00
	w/ Insert ■ ARTICLES ON: ASL first impressions & infantry training; SL clinic on scenarios 1-3; ASL notes; the FMLN (of El Salvador) & 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						
94032	General Magazine 23/3 (Mag Only)	n	VeryGd	Out-of-Print	0.4 Mag Only	\$4.00	\$0.75
	No insert, otherwise EX. ■ Insert w/ 1 ASL scenario bound into mag. ARTICLES ON: Adding little ships to Submarine (w/ counters); British in Submarine including 10 scenarios; SL clinic on reserves; variant scenario for Hitler's War; weapons of mass destruction in Blitzkrieg; ASL Beyond Valor scenario 8 replay; revisions to Battle of the Bulge '81. '86						
99304	General Magazine 23/3 (Mag Only)	n	Excel	Out-of-Print	0.4 Mag Only	\$6.00	\$2.00
	Insert w/ 1 ASL scenario bound into mag. ■ Insert w/ 1 ASL scenario bound into mag. ARTICLES ON: Adding little ships to Submarine (w/ counters); British in Submarine including 10 scenarios; SL clinic on reserves; variant scenario for Hitler's War; weapons of mass destruction in Blitzkrieg; ASL Beyond Valor scenario 8 replay; revisions to Battle of the Bulge '81. '86						
67519	General Magazine 23/5 (Mag Only)	n	New	Out-of-Print	0.4 Mag Only	\$6.00	\$2.50
	1x3 Inventory label on cover, otherwise new. ■ 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; Maneuvers for Richthofen's War; strategy in Victory in the Pacific; SL clinic on killing Tiger tanks. '87						
71608	General Magazine 25/3 (Mag Only)	n	Like New	Out-of-Print	0.4 Mag Only	\$8.00	\$2.00
	w/insert. 1x3 Inventory label on cover, & 1/3" tear at edge. Otherwise new. ■ Insert. ARTICLES ON: 1st person replay of Patton's Best; calendar of engagements of 4th Canadian Armor div for Patton's Best; development of the M4 Sherman tank; Patton's best clarifications; upgunning Afrika Korp; Third Reich 1941 scenario; SL guns v tanks clinic; West of Alamein intro; ASL scenario G7 & M; Title Bout analysis; PBM Panzergruppe Guderian; revised artillery ranges in Panzerblitz; patrol scenario in Up Front; historical changes to Storm Over Arnhem; Panzer Leader scenario 12; German strategy in Btl of the Bulge '81. '89						
94023	General Magazine 25/6 (Mag Only)	n	VeryGd	Out-of-Print	0.4 Mag Only	\$6.00	\$1.00
	No insert, otherwise 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 Arme Afrika; ASL Scenario G9, N; 2-player rules for Raid on St. Nazaire; analysis of Desert War kit for Up Front; special forces scenarios for Firepower; analysis of Pax Britannia; analysis of Statis Pro Football. '89						
84400	General Magazine 25/6 (Mag Only)	n	Excel	Out-of-Print	0.4 Mag Only	\$7.00	\$2.00
	Btm corners dog eared. w/insert. ■ 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 Arme Afrika; ASL Scenario G9, N; 2-player rules for Raid on St. Nazaire; analysis of Desert War kit for Up Front; special forces scenarios for Firepower; analysis of Pax Britannia; analysis of Statis Pro Football. '89						

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75366	General Magazine 26/5 (Mag Only)	n	New	Out-of-Print	0.4 Mag Only	\$5.00 \$4.00	\$2.00
	1x3 Inventory label on cover, otherws new. ■ 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						
61045	General Magazine 27/3 (Mag Only)	n	Excel	Out-of-Print	0.4 Mag Only	\$4.00	\$1.00
	Coupon clipped on ad page. 1x3 Inventory label on cover. ■ 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 tourney scenarios, pt 2; Rommel's plan in Fortress Europa; Invading Brittany in Fortress Europa. '91						
64596	General Magazine 27/3 (Mag Only)	n	Excel	Out-of-Print	0.4 Mag Only	\$5.00	\$1.50
	1x3 Inventory label on cover. ■ 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 tourney scenarios, pt 2; Rommel's plan in Fortress Europa; Invading Brittany in Fortress Europa. '91						
71622	General Magazine 28/2 (Mag Only)	n	New	Out-of-Print	0.4 Mag Only	\$6.00	\$1.50
	1x3 Inventory label on cover. Otherws new. ■ ARTICLES ON: US Marines in ASL; Origins ASL Tourney scenarios pt2; Scenario briefing for ASL scenarios A25; Avaloncon II ; Advanced Civilization variant; Republic of Rome strategy; Flashpoint, Golan strategy & addtl 1992 scenario; B-17 tourney scenario; Statis Pro Football variant. '92						
50295	General Magazine 29/1 (Mag Only)	n	New	Out-of-Print	0.4 Mag Only	\$5.00	\$2.00
	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 tourney scenarios; Assassin previw. '93						
92989	General Magazine 29/2 (Mag Only)	n	Excel	Out-of-Print	0.4 Mag Only	\$6.00	\$1.00
	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 tourney rules. '94						
94157	General Magazine 29/2 (Mag Only)	n	VeryGd	Out-of-Print	0.4 Mag Only	\$5.00 \$4.00	\$1.00
	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 tourney rules. '94						
71691	General Magazine 29/2 (Mag Only)	n	New	Out-of-Print	0.4 Mag Only	\$6.00	\$1.50
	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 tourney rules. '94						
71702	General Magazine 29/3 (Mag Only)	n	New	Out-of-Print	0.4 Mag Only	\$6.00	\$1.50
	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						
71717	General Magazine 29/4 (Mag Only)	n	New	Out-of-Print	0.4 Mag Only	\$6.00	\$2.00
	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						
71734	General Magazine 29/5 (Mag Only)	n	New	Out-of-Print	0.4 Mag Only	\$5.00 \$4.00	\$1.00
	1x3 Inventory label on cover. ■ Inserts. w/ ARTICLES ON: native policy in New World; non-player nations in New World; use of cavalry in the Great Campaigns of Am Civil War series; Stonewall Jackson's Way by mail; Turkish options in Empires in Arms; Myths of Pearl Harbor; Avaloncon '94; Operation Crusade PC (Hell Fire Pass) replay; opening German moves in Battle of the Bulge '92; Colonial Diplomacy designer notes; Flight Commander 2 preview. '94						
71767	General Magazine 29/6 (Mag Only)	n	New	Out-of-Print	0.4 Mag Only	\$5.00 \$3.00	\$1.00
	1x3 Inventory label on cover. ■ Insert. Contains ARTICLES ON: Road Kill analysis; 1-2 player Guerilla; the US military prior to WW2; Tyranno Ex tactics; ASL countering an AFV in Motion tactic; History of the World strategy; Up Front elevation rules; Wrasslin' 4 character insert; Flight Commander 2 preview; Attack sub variants & scenarios; 5th Fleet Bay of bengal series replay; Kremlin many player rules. '95						
66986	General Magazine 30/1 (Mag Only)	n	Excel	Out-of-Print	0.4 Mag Only	\$5.00	\$1.00
	w/ inserts. 1x3 Inventory label on cover. ■ 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						
71803	General Magazine 30/2 (Mag Only)	n	New	Out-of-Print	0.4 Mag Only	\$5.00 \$4.00	\$1.50
	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						
71837	General Magazine 30/4 (Mag Only)	n	New	Out-of-Print	0.4 Mag Only	\$5.00	\$2.00
	1x3 Inventory label on cover. Otherws new. ■ 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						

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Part#	Game Title & Edition	Box	General Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtm Price
43851	General Magazine 31/5 (Mag Only)	n	Like New	Out-of-Print	0.4 Mag Only	\$5.00 \$4.00	\$0.75
Cover beginning to tear at staples along spine. 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							
43834	General Magazine 31/5 (Mag Only)	n	New	Out-of-Print	0.4 Mag Only	\$6.00	\$1.00
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							
<u>Alea Magazine (Ludopress) (Alea)</u>		http://www.SimTacLudoPress.net					
110558	Nordkapp, Los Convoyes del Artico # 29 (w/ Mag)	n	New		0.8	\$18.00 \$15.00	\$12.00
Last copy. ■ Mag + Game. w/44pg mag. Nordkapp is a 2-player game of the convoy battles in the Arctic, 1942-45. The Germans attempt to sink merchant ships, while the Allies try to get goods thru to the USSR or sink one of the German capital ships. Hex based, individ ship counters. ALL mag components printed in Spanish; English rules translation included. Color counters included in mag, and must be mounted & cut apart. Also includes Libertadores, a game of 2 tactical battles in Spain in 1818. Rules translations available at www.Grognard.com . '04							
<u>ATO - Turning Point Simul (AgaTPS)</u>		http://www.atomagazine.com					
139238	Arbela, Alexander's Greatest Victory	HP	New		1.2	\$34.95 \$25.00	\$20.00
■ At Gaugamela, 331BC, Alexander the Great's 47,000 troops were outnumbered something like 5 to 1, yet he defeated 250,000 Persians under Persian King Darius. Uses a card-based system to represents each units abilities. 90 cards, 48 counters. R.Berg'17							
140143	Invincible Armada, 1588AD	HP	New		1.2	\$34.95 \$25.00	\$22.00
■ One of the key battles of history, the defeat of the Spanish Armada in 1588 set the future of Europe and the New World. Game covers the campaign at both the strategic & tactical level, with event chits that influence play. Includes 170 counters and a mounted map. M.McLaughlin'17							
141177	Siege of Syracuse, 415-413BC	HP	New		1.1	\$34.95 \$26.00	\$20.00
■ Game of the Athenian campaign against Syracuse in Sicily during the Peloponnesian War. Regarded by this series as one of the truly decisive battles in history. Athens has the option of how to attack: assault or siege, and Syracuse has many enemies of Athens coming to its aid. 176 counters, area move. P.Rohrbaugh'13							
139726	Valmy Campaign, Revolution Saved 1792	HP	New		1.2	\$34.95 \$25.00	\$20.00
■ Regarded as one of the 21 most decisive battles of history by LtCol Mitchell, the battle of Valmy 1792 could have snuffed out the French Revolution in its infancy. The conservative forces of Europe, including French Royalists, the Prussians & Austrians, have sent their armies to capture Paris & turn back the clock. Republican forces manage to turn them back. R.Markham'15							
<u>Australian Design Group (ADG)</u>		http://www.a-d-g.com.au					
133261	World in Flames 7th: Territories in Flms	n	New	Out-of-Print	0.3	\$35.00 \$16.00	\$13.00
■ Kit containing 2 countersheets (#47 & 48) with 400 counters providing forces for the minor territories, militias, Siberians & Ukrainians, of the world. Compatible with the Collectors/7th Edition. '18							
<u>Avalanche Press, Ltd. (Avalan)</u>		http://www.AvalanchePress.com					
110942	Gazala 1942	SC	New	Out-of-Print	0.6	\$29.99 \$16.00	\$10.00
■ Modestly simple game of one of Rommel's greater victories where he out-manuevered & out-fought the numerically superior Allies in spring 1942 in N.Africa. Uses the America Triumphant system. '05							
137893	Panzer Grenadiers: Armata Romana Kit	zl	New	Out-of-Print	0.4	\$24.99 \$15.00	\$12.50
■ Scenario kit for Fire in the Steppe, adding 98 counters for the Romanian Army, 20 scenarios & 3 campaigns linking scenarios. '18							
120886	Panzer Grenadiers: Hammer & Sickle Kit	Bk	New	Out-of-Print	0.5	\$24.99 \$17.00	\$14.00
Last copy. ■ Third kit demonstrating the what-if World War III had begun in the immediate aftermath of World War II, the USSR v the Western Allies, using all those huge tanks the Soviets developed. 77 counters plus 39 scenarios & a campaign. J.Stafford'13							
110368	Panzer Grenadiers: North Wind Kit	Fo	New	Out-of-Print	0.4	\$10.99 \$10.00	\$5.00
Last copy. ■ Kit with scenarios covering a diversionary offensive near Strasburg during the Battle of the Bulge, w/ 10 scenarios based on battles between the US 7th Army and various German units. Req Road to Berlin, Btl of Bulge, Easter Front, Airborne, Red Warriors & Iron Curtain to play all scenarios. M.Bennighof'07							
95506	Panzer Grenadiers: Romanian Soil Kit	Bk	New	Out-of-Print	0.2	\$10.99 \$7.00	\$3.50
■ Kit covering the battles for Targu Frumos in 1944 as the Soviet 2nd Ukrainian Front attempts to outflank the Romanian Strunga fortification line. 10 scenarios. Reqs Eastern Front, Road to Berlin, Btl Bulge, Elsenborn & Red Warriors to play all scenarios. 200m/hex, pltn level. '09							
126636	Panzer Grenadiers: Spearhead DivisionKit	zl	New	Out-of-Print	0.5	\$29.99 \$20.00	\$16.00
Last copy. ■ Scenario kit for the Panzer Grenadier series. Provides 25 new scenarios requiring Elsenborn Ridge to play, all focused on the crack 3rd 'Spearhead' Armored division, with 4 campaigns that link scenarios together in a series. 88 counters.'17							

Blackball Games (BlackB)

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Part#	Game Title & Edition	Box	General Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
117033	Seas of Iron: Battleship Exp Kit	n	New	Out-of-Print	0.1	\$4.99 \$4.00	\$1.50
Last copy. ■ Small kit includes tiles for the battleships IJN Yamato & Bismarck. '14							
Cavendish HIST 2nd WW MAG (CavHSW)							
114447	History of the Second World War # 1 (Mag Only)	n	VeryGd	Out-of-Print	0.3 Mag Only	\$4.00	\$2.00
Supplement included but separated & stapled at spine. ■ 2nd edition of a once common & popular magazine of the history of World War II around the world.							
114462	History of the Second World War # 19 (Mag Only)	n	Excel	Out-of-Print	0.3 Mag Only	\$4.00	\$2.00
■ 2nd edition of a once common & popular magazine of the history of World War II around the world.							
114473	History of the Second World War # 33 (Mag Only)	n	Excel	Out-of-Print	0.3 Mag Only	\$4.00	\$2.00
■ 2nd edition of a once common & popular magazine of the history of World War II around the world.							
Clash of Arms (CofA) http://www.clashofarms.com							
112240	Command at Sea: La Guerre Navale	Bk	New		0.6	\$28.00 \$19.50	\$16.00
■ Booklet compiling & revising data for all French ships, aircraft & weapons systems used in WWII, effectively replacing prior data annexes & bringing it in line with CAS 4th ed. Equal emphasis on the fleet that was and the fleet that could have been. CAS v7; Atlantic Navies book 1. L.Bond'12							
118977	Harpoon, 4th: Naval Review 2003	Bk	New		0.8	\$21.00 \$10.00	\$8.00
■ Booklet providing new scenarios, ships & aircraft forms, and info about navies around the world, in a mag format. Intended to keep interested players abreast of new developments in the navies & air forces around the world. D.Schueler'04							
Compass Games (Compas) http://www.CompassGames.com							
138332	Festung Europa, Western Europe 1943-5	BC	New	Out-of-Print	1.4	\$79.00 \$54.00	\$45.00
■ Sequel to Shifting Sands. Covers the war in western Europe from the invasion of Italy in 1943 thru the defeat of Germany in 1945. Game system has been streamlined to eliminate all the many special cases. Includes Overlord scenario plus campaign game. Seasonal turns, 70mi/hex, corp/army level, 2wk/turn, 192 counters. M.Rinella'16							
132687	Korea, Fire & Ice	BC	New	Out-of-Print	1.9	\$84.00 \$58.00	\$50.00
■ First game in an intended Operational Scal System series, a variation of the Road to the Rhine system, emphasizing the infrastructure of war. Operational scale game of the first year of the war in Korea, 1950-51. During this time, the northern Communists nearly overrun southern Korea and the Pusan perimeter, US forces invade at Inchon and rout the Communists, then as the US approaches the Chinese border, the Chinese intervene routing the US forces. 3 maps, 2 countersheets, 1wk/turn, 10mi/turn. Adam Starkweather'18							
133123	Lebensraum, War for Europe 1941-5 2nd	BC	New		1.6	\$99.00 \$67.00	\$60.00
■ Massive update by original designer of TWO highly strategic, modest complexity games of the war in Europe during WWII: namesake Lebensraum and mating West Front. Game begins in June 1941 and continues to the end in 1945. Each major campaign scenario can be played in isolation, or the complete grand campaign. Army-level units, with an emphasis on leadership, production, air & naval support & partisans. 3mo/turn, 50mi/hex, 3 maps, 640 counters. Stephen Newberg'18							
120891	Nine Years, War of the Grand Alliance	BC	New	Out-of-Print	1.5	\$69.00 \$49.00	\$39.00
■ Point-point move, stand-alone game that can be mated with No Peace Without Spain. Uses the NPWS system to depict the 9 years of war, 1688-1697, as France's Louis XIV begins a war of aggression called the War of the Grand Alliance in 1688. Concurrently, William III invades England & deposes his father-in-law, King James II. (European history is so very messy!) 1 map, 55 cards, 100 counters. Linking with No Peace allows the entire war, 1688-1713, to be covered in Europe & North America. S.Chick, K.Van Beurden'17							
108050	Operation Skorpion	BC	New		1.3	\$55.00 \$37.50	\$22.50
■ The Allies' May 1941 Brevity offensive failed to relieve Tobruk but did leave them in control of the key Halfaya Pass, allowing them to harass the Germans from the south. Rommel quickly responded with a plan to send 3 panzer battalions to the rear of the pass to capture it. Enemy unit strengths are unknown until combat, and supply units can increase fighting strength. British Matildas as well as artillery are strengths. R.Heller'13							
141099	Ostkrieg, WWII on the Eastern Front	BC	New	Out-of-Print	1.4	\$59.00 \$43.00	\$33.00
■ Point-Point move, strategic level game of the war in the Soviet Union during World War II. Uses the Pacific Tide game system. Includes a solitaire game system. Combat & production are cardbased. 1yr/turn with multiple segments, army level, high solitaire suitability. Mitchell Ledford & Gregory Smith'20							
146494	Raiders of the Deep, U-Boats 1914-18	BC	New		2.4	\$99.00 \$66.00	\$62.50
■ Solitaire game of U-Boat warfare during World War I, 1914-18. Player commands a single U-Boat, seeking to destroy as much Allied shipping as possible while living to fight another day. Action increases your crew quality & your own rank. 19 U-Boat types depicted. Based on The Hunters game system. Ian Cooper, Gregory Smith'18							
132405	Red Star White Eagle, Russo-Polish War2d	BC	New		1.8	\$79.00 \$55.00	\$49.00
■ Entirely revised, updated & enlarged game of the see-saw war between newly established Poland & the revolutionary Soviets, 1920. The Soviets threatened Warsaw, then the Poles counterattacked well into Russia. 2 basic scenarios & campaign game, with many what-ifs for ea. 2 maps, 2 countersheets, rgt/div level, 1wk/turn, 14mi/hex, suitable for solitaire play. The campaign can be played by 3 players. Dave Williams'18							
Compass Games PAPER WARS (Com PW) http://www.CompassGames.com							

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133602	MacArthur, Road to Bataan 2nd #90 (w/ Mag)	n	New	Out-of-Print	0.8	\$46.95 \$37.50	\$27.50
<p>■ Mag & Game. Includes errata/variant counters for: On to Paris (4), Absolute Victory (4), Storming the Reich (4), Proud Monster (1), Balance of Powers (1), Fall Third Reich (1), Empires & Alliances (2), War in Wind (9). Colorization & upscaled reprint of this game of the Japanese invasion of Luzon, Philippines, in the Winter 1941. Small Japanese force must sieze control of a large island with its key facilities intact from an ill-equipped but much larger garrison. 3days/turn, div/regt level, 11km/hex, 300 counters. Units were previously smaller scale. Graphic quality is now up to snuff. J.Green'18 / ARTICLES ON: Preview of CPS Europe in Turmoil; Concentration in Warfare; Review of TPS Midway 1942; Forgotten Legion scenariowith significant German intervention in Iraq 1941; 9 Days of Hell, 2-map scenario for CPS Guam; Battle of Hondschoote, Sept 1793, during a siege of Dunkirk; Previews of CPS Lebensraum & TPS Stalingrad, Verdun on the Volga; Updated Errata for Burning Mountains 1916.</p>							
<p>Critical Hit (CRH) http://www.criticalhit.com</p>							
75722	ASL:Rout Pak III	zl	New	Out-of-Print	0.4	\$12.00	\$7.50
<p>■ Add-on kit providing 8 scenarios from a wide variety of theatres. including Marine Jaegers, Zionists in the Warsaw Ghetto, & the Spanish Blue Division. '98</p>							
90694	ATS: Pointe du Hoc	zl	New	Out-of-Print	0.5	\$30.00 \$20.00	\$15.00
<p>■ ATS kit covering the 2nd Rangers assault against the cliffs at Pointe du Hoc in support of the Normandy landings. 6 scenarios, counters & map. Requires Bloody Omaha for play. '09</p>							
<p>DecGms WARGAMER v2 Mag (Dec WG) http://www.decisiongames.com</p>							
86782	Wargamer (Decision Games) v2 #10 (Mag Only)	n	Excel	Out-of-Print	0.4	Mag Only \$3.00	\$1.00
<p>■ 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</p>							
84414	Wargamer (Decision Games) v2 #14 (Mag Only)	n	Excel	Out-of-Print	0.4	Mag Only \$3.00	\$1.00
<p>■ 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</p>							
<p>Decision Games (DecGms) http://www.decisiongames.com</p>							
138248	Crusader, Battle for Tobruk	Fo	New	Out-of-Print	0.4	\$24.95 \$18.00	\$15.00
<p>■ Update of SPI folio game. Covers the surprise & quixotic Allied Nov'41 offensive aimed at relieving Tobruk. BtIn/rgt/brig level. '10</p>							
120227	Dai Senso!	LB	New		2.8	\$120.00 \$85.00	\$67.50
<p>■ Sister game to Totaler Krieg (mating with its 2nd ed), and covering the war in Asia during WW2 1941-5. Covers battles & campaigns from Mongolia to the South Pacific, and the final battle for Japan, using the Totaler Krieg system. Includes 2 maps, 560 counters, 200 cards. '11</p>							
136761	D-Day at Omaha Beach 2nd [PC CD-ROM]	JC	New		0.3	\$24.95 \$21.00	\$19.00
<p>■ CD-ROM, req Windows 2k+, DirX, 512mb RAM, min VGA. Computerized port of this popular solitaire game of the first day on Omaha Beach as the US 1st & 29th Inf Divs land under intense fire & struggle to form a viable beachhead. Combat system emphasizes using the right weapons & tactics. Also playable by two players cooperatively, each controlling one of the two US divisions. Two scenarios cover the first 2 hours & the fight for the high ground; the campaign covers the entire day. 15-30min/turn, company level, 275yd/hex. J.Butterfield'15</p>							
146101	D-Day at Tarawa [PC]	JC	New		0.3	\$24.95 \$21.00	\$19.00
<p>■ PC (Windows 2000+, 3GB RAM) port of this solitaire game of the US 2nd Marine's amphibious assault on Tarawa, Nov. 1943, to secure a strategic airbase. Uses the same system as the popular D-Day at Omaha Beach. This game adds rules covering LVT landing craft, movement thru coral reefs, night infiltration, Japanese tanks & US combat engineers. 4 scenarios including the initial landing, establishing a beachhead, an attempt at a 2nd day caputre, and last 2 days of the invasion. '17</p>							
135606	Pedregal, Santa Anna at Bay	Fo	New		0.4	\$24.95 \$16.00	\$12.50
<p>■ Folio game using the Musket & Pike game system. Covers the bold American advance on Mexico City thru a lava field the Mexican's thought impassible (and thus didn't defend). But an excellent engineering staff finds a way thru. Had the Mexican's attacked at key junctures, the Americans would have been caught dispersed & defeated in detail. 100 counters, brig level, 352yd/hex. '12</p>							
128017	Struggle for the Galactic Empire [PC]	JC	New		0.3	\$19.95 \$17.00	\$14.00
<p>■ CD; req Windows 95/NT or later. Windows PC port of the 2nd ed update of this strategic level, solitaire game of a galactic empire trying to maintain order in the face of rebellions, corruption & attacks that threaten to undo it's hold on the known universe. Sort of like helping Darth Vader manage the Empire a little better... J.Miranda'13</p>							
<p>Decision Games S&T Games (DecS T) http://www.decisiongames.com</p>							
131011	Objective, Tunis #140 (w/ Mag)	n	Mint	Out-of-Print	1.0	\$20.00 \$8.00	\$6.00
<p>Cherry. ■ Mag & Game. Game of the initial & confused brawl for control of Tunisia immediately after the Allied Torch landings to the distant west, Nov 1942. The Vichy French posture is a key variable; can be a wild game. Uses the exciting Battles of North Afrika system. 3 scenarios. co/btIn lvi, 2mi/hex, 200 counters. V.Van Borries'91 / ARTICLES ON: the Battle for Tunisia 1942; 20th Centur Mercenarios, 1899-1914; Biochemical warfare in ancient times; Railroad movement of troops during the American Civil War; Battle of Lissa, 1866.</p>							
45073	Objective, Tunis #140 (w/ Mag)	n	New	Out-of-Print	1.0	\$20.00 \$9.00	\$7.00
<p>■ Mag & Game. Game of the initial & confused brawl for control of Tunisia immediately after the Allied Torch landings to the distant west, Nov 1942. The Vichy French posture is a key variable; can be a wild game. Uses the exciting Battles of North Afrika system. 3 scenarios. co/btIn lvi, 2mi/hex, 200 counters. V.Van Borries'91 / ARTICLES ON: the Battle for Tunisia 1942; 20th Centur Mercenarios, 1899-1914; Biochemical warfare in ancient times; Railroad movement of troops during the American Civil War; Battle of Lissa, 1866.</p>							

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20816	Rio Grande, the Battle of Valverde #143 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$15.00 \$12.00	\$10.00
■ Mag & Game. Rgt lvi, grand tactical game of the major battle in the Confederate offensive into New Mexico, 1862, with hopes of continuing to California. Small but relatively complex game for its size. Game highlights combat between Cav & Inf, and the problems of using Cav in pitched battles. Uses an evolution of the Grt Battles of the Am Civil War (TSS) game series. 100 counters, company level, 70yd/hex, 30min/turn. R.Berg'91 / ARTICLES ON: the Battle for Valverde, 1861-62; Ardant du Picq & Tactical Analysis; Light Inf & the Demise of Post Frederician Prussian Army; Comparative Strengths of Union & Confederate Armies in Am Civil War; Montecuccoli, Forgotten Military Genius.							
62290	Italian Campaign, Sicily #146 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$15.00 \$12.00	\$5.00
■ Mag & Game. 1st game in a 3-game + Addendum series of moderately complex games covering all of Italian theater. This first game covers the invasion of Sicily & toe of Italy. Later games include revised rules that smooth the rough edges of this game with extensive errata. Uses the West War game system uses in Winter Storm, Last Victory & Edelweiss. 200 counters, nice map, 5mi/hex, btln/rgt scale, 1-2days/turn. Schettler'91 / ARTICLES ON: the Invasion of Sicily 1943; Pugache's Rebellion, Russia 1773-4; Am Civil War Navies, a summary; Increase in the firepower of a Russian Division, 1914-68; German Naval Mines in WWII; Science of War in the Early Roman Empire, 27BC-235AD; ERRATA for Red Beach One, Tarawa #142, Rio Grande #143.							
104280	Holy War, Afghanistan #147 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$14.00	\$10.00
Cherry. ■ Mag & Game. Strat & operational level game of the US-backed but widely misunderstood insurgency & civil war in Afghanistan between 1978-2001. Designer understood the conflict as an anti-communist insurgency; themes of a civil war within the government are ignored. Heavy element of political conflict as well as Soviet & Western intervention. 7 scenarios (3 hypothetical). 200 counters, Brig/div scale, 30km/hex, 3mo/turn, J.Miranda'91. / ARTICLES ON: Soviet War in Afghanistan; Strategic Setting of the American Civil War; British Mobilization in WWI: Ground Forces; American Missed Opportunity in War of 1812; Morgan's Great Ohio Raid 1863; A Political Warfare Corps?; ERRATA for Chad #144 (extensive).							
91164	Croperdy Bridge, A Fleeting Victory #148 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$15.00	\$8.00
■ Mag & Game. Tactical battle between Roayalists & Parliamentarians a week before the decisive battle of Marston Moor, 1644. 100yd/hex, 20min/turn, 50men/strength pt. 299 counters, 2 historical & 1 hypothetical scenario. M.Grace'92 / ARTICLES ON: Battle of Croperdy Bridge, 1644; Remembering Pearl Harbor & the Japanese strategy in the Pacific; Soviet 1991 Coup forces, the last gasp of the Hardliners; Soviet Organization & Tactics in Afghanistan; Homer Lea, Forgotten Grand Strategist; Indian forces in Confederate Service; British Munitions Production during WWI; Battleship Casualties in the USN, 1898-1989; Ivan the Terrible's Reign in Russia, 1533-84; contemporary reorganization of the British Army; Trajan references for article in #145.							
12027	Croperdy Bridge, A Fleeting Victory #148 (w/ Mag)	n	New	Out-of-Print	0.8	\$20.00	\$15.00
■ Mag & Game. Tactical battle between Roayalists & Parliamentarians a week before the decisive battle of Marston Moor, 1644. 100yd/hex, 20min/turn, 50men/strength pt. 299 counters, 2 historical & 1 hypothetical scenario. M.Grace'92 / ARTICLES ON: Battle of Croperdy Bridge, 1644; Remembering Pearl Harbor & the Japanese strategy in the Pacific; Soviet 1991 Coup forces, the last gasp of the Hardliners; Soviet Organization & Tactics in Afghanistan; Homer Lea, Forgotten Grand Strategist; Indian forces in Confederate Service; British Munitions Production during WWI; Battleship Casualties in the USN, 1898-1989; Ivan the Terrible's Reign in Russia, 1533-84; contemporary reorganization of the British Army; Trajan references for article in #145.							
131026	White Eagle Eastward #156 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$30.00	\$18.00
Cherry. ■ Mag & Game. Russo-Polish War during the summer & fall of 1920. Poland first defends its newfound status as a nation then aggressively attacks the Soviets. Operational lvi. Tense game that goes to the wire every time. 5days/turn, 20mi/hex, brig/div level, 160 counters. T.Kane, C.Cummins'92 / ARTICLES ON: Russo-Polish War of 1920; Napoleon's Egyptian Campaign; Consequences of Napoleon's Empire; Strategic Air War Simulation in the USAF; Graft in the Spanish-Moroccan War of 1911-27; German Losses in WWI by Age Cohort; Demobilization after the Am Civil War; US Occupation of Puerto Rico, 1898; ERRATA for Case Green #152, Vittoria #151, Friedland #151, Croperdy Bridge #148, Red Beach Tarawa #142; MV Frunze & Soviet Total War; USN at Tarawa 1943.							
24172	White Eagle Eastward #156 (w/ Mag)	n	New	Out-of-Print	0.8	\$34.00	\$25.00
■ Mag & Game. Russo-Polish War during the summer & fall of 1920. Poland first defends its newfound status as a nation then aggressively attacks the Soviets. Operational lvi. Tense game that goes to the wire every time. 5days/turn, 20mi/hex, brig/div level, 160 counters. T.Kane, C.Cummins'92 / ARTICLES ON: Russo-Polish War of 1920; Napoleon's Egyptian Campaign; Consequences of Napoleon's Empire; Strategic Air War Simulation in the USAF; Graft in the Spanish-Moroccan War of 1911-27; German Losses in WWI by Age Cohort; Demobilization after the Am Civil War; US Occupation of Puerto Rico, 1898; ERRATA for Case Green #152, Vittoria #151, Friedland #151, Croperdy Bridge #148, Red Beach Tarawa #142; MV Frunze & Soviet Total War; USN at Tarawa 1943.							
104286	Operation Shock Troops, Drv Damascus#168 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$18.00	\$10.00
Moisture stain affecting 1/4" margin of innermost rules page (only). Others mint. ■ Mag & Game. Btln-level game of the decisive Israeli counterattack on the Golan Heights, Oct 1973, that flanked Syrian forces & brought the Israeli's within selling distance of Damascus, thus ending the Yom Kippur War. 240 counters, 1.5mi/hex, 1-2days/turn, co/btln level. P.Moore'94 / ARTICLES ON: Operation Shock Troop, the Drive on Damascus, Oct. 1973; Israeli Defense Doctrine & Tactics; Mitla Pass, Sinai 1956; Intelligence & the Battle of Coral Sea, 1942; American Propaganda during the Revolutionary War; ERRATA for Savage Station & Olustee #166, Caesar in Gallia #165, Balkan Wars #164; Mogadishu Ambush, 1993; Japanese Heavy Armor Tanks in WWII; US Army's Oldest Regiment; the Messerschmitt ME-109z; Operation Micki Maus; China's View of its Current Chief Enemy; the Rocket Propelled Grenade; Coming Revolt in Kosovo; Planning an Air War in Bosnia; Intelligence Ops in the American Civil War; ERRATA for Caesar in Gallia #165, Balkan Wars #164, Successors #161, Red Sun Red Star #158.							
20612	Operation Shock Troops, Drv Damascus#168 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$23.50	\$12.00
■ Mag & Game. Btln-level game of the decisive Israeli counterattack on the Golan Heights, Oct 1973, that flanked Syrian forces & brought the Israeli's within selling distance of Damascus, thus ending the Yom Kippur War. 240 counters, 1.5mi/hex, 1-2days/turn, co/btln level. P.Moore'94 / ARTICLES ON: Operation Shock Troop, the Drive on Damascus, Oct. 1973; Israeli Defense Doctrine & Tactics; Mitla Pass, Sinai 1956; Intelligence & the Battle of Coral Sea, 1942; American Propaganda during the Revolutionary War; ERRATA for Savage Station & Olustee #166, Caesar in Gallia #165, Balkan Wars #164; Mogadishu Ambush, 1993; Japanese Heavy Armor Tanks in WWII; US Army's Oldest Regiment; the Messerschmitt ME-109z; Operation Micki Maus; China's View of its Current Chief Enemy; the Rocket Propelled Grenade; Coming Revolt in Kosovo; Planning an Air War in Bosnia; Intelligence Ops in the American Civil War; ERRATA for Caesar in Gallia #165, Balkan Wars #164, Successors #161, Red Sun Red Star #158.							

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Part#	Game Title & Edition	Box	General Condt	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
117288	Atlanta Campaign: Peachtree & Jones #169 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$28.00	\$22.50
Cherry. ■ Mag & Game. Btls of Am Civ War series (Blue & Grey 2nd). Covers btls 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. 300yd/hex, 500men/strength pt, 1hr/turn. R.Markham and C.Cummins '94 / ARTICLES ON: Sherman's Atlanta Campaign of 1864, pt 1; Airpower in the Stalingrad Campaign, 1942-3; America's First Foreign War, the campaign against the Barbary Pirates 1801-5; Viva Zapata 1994; North Korean Scud missile; modern US Marine division; US Navy's Phalanx AA gun; Hapsburg's Best Shot at Napoleon; Pappenheim, mercenary commander; Gulf War intelligence ops; ERRATA for Austro-Prussian #167, Savage Station #166, Caesar in Gallia #165, Seven Years War #163, Balkan Wars #164.							
103288	Atlanta Campaign: Bald Hill & EzraC #170 (w/ Mag)	n	Excel	Out-of-Print	0.8	\$23.00	\$19.00
Errata counters for Olustee #166 & all (60) 7 Yrs World War counters removed & not included. Otherws complete & EX. ■ Mag & Game. Includes 40 revised Olustee counters for #166 changing graphic style to conform to B&G 2nd style, plus (60) 7 Yrs World War counters. Game uses the Btls of Am Civ War series (Blue & Grey 2nd) to covers the two btls of Bald Hill & Ezra Church, July 1864, as the Confeds desperately try to defend Atlanta from Sherman's armies. The 4 games in this & the prior issue can be linked into a campaign. 280 counters, 300yd/hex, 1hr/turn, 500men/strength pt. R.Markham and C.Cummins '94 / ARTICLES ON: Sherman's Atlanta Campaign, 1864, pt.2; Airpower in the Stalingrad Campaign, pt.2; Warfare in Medieval Japan; German Use of V-1s to Deliver Mail; Willy Messerschmitt; Raids of the Tartars, 1521-1696; England's King's Airplane; Forlorn Hope, US Military Operations in Somalia, 1993-4.							
104340	On to Moscow, Swedn v Russia 1700-21#171 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$28.00	\$23.00
Cherry. ■ Mag & Game. w/ 20 variant/errata counters for: Clontarf (3); Op Shock Troop (5); Trajan (1); Caesar in Gallia (1); Russo-Turkish War (1); Austro-Prussian War (1); Seven Years War (8). Strategic level game of Sweden's Charles XII invasion of Russia, 1708-9, using the Seven Years War/Age of Reason game system. The invasion ended in a Swedish disaster at Poltava. Control determined by possession of fortress-cities spread around Russia. 240 counters, seasonal turns, 50km/hex, relatively complex. J.Miranda'94 / ARTICLES ON: Sweden v Russia in the Great Northern War, 1700-21; Machiavelli, Founder of Modern Military Thought; Variant/errata rules for Seven Years War; errata for Wars of the Imperial Age, Austro-Prussian War, Russo-Turkish War, Op Shock Troop; Somalia, Roots of Today's Conflict; the White Rose Student Resistance in Nazi Germany; Tracked v Wheeled Armored Vehicles; Austro-Hungarian & Italian Navies in WWI; and many, many ads.							
130992	Molotov's War #172 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$22.00	\$13.00
Cherry. ■ Mag & Game. Rgt-div level game of the Russo-Finnish War of 1939-40 in Finland south of Lake Ladoga. 160 counters, 8mi/hex, rgt/div level, 10days/turn. Also includes Advanced Successors variant rules for Successors #161 w/ 40 counters. J.Desch'95 / ARTICLES ON: the Winter War 1939-40; the Dong Xuan Campaign in Vietnam 1965; the German Atomic Weapon Effort in WWII; Napoleon's 1815 Defense of France; Beginings of the Han Dynasty in China; Swiss Pikemen; Spad A2 design of WWI; German Yugoslave Units of late in WW2; Spanish Blue Div. in WW2; Arab Corp in Desert Storm; Carrier Pigeons in Vietnam; Marching to the Sounds of Guns; George Orwell & Modern Warfare.							
24988	Molotov's War #172 (w/ Mag)	n	New	Out-of-Print	0.8	\$23.00	\$15.00
■ Mag & Game. Rgt-div level game of the Russo-Finnish War of 1939-40 in Finland south of Lake Ladoga. 160 counters, 8mi/hex, rgt/div level, 10days/turn. Also includes Advanced Successors variant rules for Successors #161 w/ 40 counters. J.Desch'95 / ARTICLES ON: the Winter War 1939-40; the Dong Xuan Campaign in Vietnam 1965; the German Atomic Weapon Effort in WWII; Napoleon's 1815 Defense of France; Beginings of the Han Dynasty in China; Swiss Pikemen; Spad A2 design of WWI; German Yugoslave Units of late in WW2; Spanish Blue Div. in WW2; Arab Corp in Desert Storm; Carrier Pigeons in Vietnam; Marching to the Sounds of Guns; George Orwell & Modern Warfare.							
104302	Indo-Pakistani Wars #174 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$34.00	\$25.00
1/8--1/4" margin at btm of most mag pages moisture stained; no other damage. ■ Mag & game. Brig/div level game of 2 historical wars between India & Pakistan ('65 & '71) plus a hypothetical war in the 1990s. Players must attend to 3 widely separated fronts (including Kashmir, eastern Pakistan & the main border along western India). Includes insurgent movements in Kashmir, & possible US & USSR intervention. 30km/hex, rgt/div level, 2days/turn. J.Miranda'95 / ARTICLES ON: Indo-Pakistani Wars, w/ region national army OoBs; Russia in the '90s; Giulio Douhet, post-WWI Italian proponent of strategic air war; Battles of the American Revolution, pt 2; Prussian army at Auerstadt. '95							
45062	Blood on the Tigris #176 (w/ Mag)	n	New	Out-of-Print	0.8	\$17.00	\$10.00
■ Mag & Game. Covers the Allied drive on Baghdad up the Tigris-Euphrates delta beginning early in the war thru the time of its historical capture in April 1917. Brig level with an emphasis on logistics & command. Campaign & a short scenario. 220 counters, 6mi/hex, 1mo/turn. P.Moore'96 / ARTICLES ON: Mesopotamian Campaign in WWI; War on the Plains, Prelude to Little Bighorn; Dennis Mahan, Warfare as Art & Science; Strategy in the Great War [WWI]; the Siege of Rhodes 305BC; German Troops in the Am Revolutionary War; Confederate Propaganda; Destruction of the Iraqi Navy.							
97017	Over the Top: Mons & the Marne 1914 #186 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$20.00	\$12.50
Unpunched, but missing 21 markers (only); Counters printed askew such that unit IDs (only) on most counters partially cut off; all unit values are OK; color photocopy of countersheet included. Several sml, 1/4" abrasions on map mostly in margin areas. ■ Mag & Game. Pair of brigade lvl games of the opening campaign in the west, WWI. 2 scenarios: Mons, Aug. 1914, and the Marne, Spt 1914. Brig level, 12hrs/turn, 280 counters. J.Miranda'97 / ARTICLES ON: Battles of Mons & the Marne, 1914; the Eastern Operation, the Japanese Plan to Conquer Hawaii; Cooperation between Germany & the USSR 1920-33; the German Scharnhorst & Gneisenau; Italian Tanks of WWII; Byzantium #183 & First Arab-Israeli #185 Errata; 1848, Europe in Revolution; Evolution of the British Inf Battalion during the World Wars.							
117313	Over the Top: Mons & the Marne 1914 #186 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$32.00	\$17.00
Cherry. ■ Mag & Game. Pair of brigade lvl games of the opening campaign in the west, WWI. 2 scenarios: Mons, Aug. 1914, and the Marne, Spt 1914. Brig level, 12hrs/turn, 280 counters. J.Miranda'97 / ARTICLES ON: Battles of Mons & the Marne, 1914; the Eastern Operation, the Japanese Plan to Conquer Hawaii; Cooperation between Germany & the USSR 1920-33; the German Scharnhorst & Gneisenau; Italian Tanks of WWII; Byzantium #183 & First Arab-Israeli #185 Errata; 1848, Europe in Revolution; Evolution of the British Inf Battalion during the World Wars.							
22761	Over the Top: Mons & the Marne 1914 #186 (w/ Mag)	n	New	Out-of-Print	0.8	\$33.00	\$20.00
■ Mag & Game. Pair of brigade lvl games of the opening campaign in the west, WWI. 2 scenarios: Mons, Aug. 1914, and the Marne, Spt 1914. Brig level, 12hrs/turn, 280 counters. J.Miranda'97 / ARTICLES ON: Battles of Mons & the Marne, 1914; the Eastern Operation, the Japanese Plan to Conquer Hawaii; Cooperation between Germany & the USSR 1920-33; the German Scharnhorst & Gneisenau; Italian Tanks of WWII; Byzantium #183 & First Arab-Israeli #185 Errata; 1848, Europe in Revolution; Evolution of the British Inf Battalion during the World Wars.							

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Part#	Game Title & Edition	Box	General Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtm Price
37823	Great Medieval Battles #197 (w/ Mag)	n	New	Out-of-Print	1.0	\$30.00	\$12.50
<p>■ Mag & Game. Colorized & repackaged version of 2 of the 4 games from SPI's quad game by this name. ROBERT AT BANNOCKBURN, 1314, covers the decisive Scottish victory over the English. 70yd/hex, 15min/turn, 500-800men/unit. A.Buccini'99 / TAMBURLAINE covers the battle of Angorra, 1402, in which Tamburlaine's Tartars meet the Ottoman Turks. 50yd/hex, 20min/turn, 500-750men/counter. D.Werden'99 / ARTICLES ON: Great Medieval Battles, 1001-1500AD; Future Conflict in Asia; OoB for the Korsun Pocket, 1944; ERRATA for Crimean War #193; the Indo-Pakistani Nuclear Arms Race; Columbia's Quiet War; Unknown Stories of the Mexican Revolution, the Yankee Kingmakers.</p>							
43202	Forgotten Axis, Fight to the Finnish#199 (w/ Mag)	n	New	Out-of-Print	0.8	\$25.00	\$17.50
<p>■ Mag & Game. 2nd game in this btlm level game of the Axis attempt to drive thru the Soviet defenses in the Kuralian peninsula in 1941-2. Covers 2 battles on 2 maps (Loukhi, Aug '42, & Allakurti, Aug-Spt '41). Uses an activation system based on division. 280 counters; 2k/hex. M.Bennighof'00 / ARTICLES ON: Finland's Continuation War against the USSR; Origins of Naval Aviation in WWI; the German StormTiger Tank; Moscow 1941, Strategic Possibilities; HMS Victoria & Camperdown Incident, 1893.</p>							
53561	Crimean War Battles #201 (w/ Mag)	n	New	Out-of-Print	1.0	\$28.00	\$16.00
<p>■ Mag & Game. Includes errata counters for Vietnam BtIs (10), Forgotten Finns scenario (73), Sun Never Sets (2) and Crimean War (9). A recycling/update of 2 of the SPI Crimean War quad games, Tchernaya River 1855 & Alma 1854, at the battalion level. Good games, but aside from graphic updates to the map & rules, entirely a recycling job including poor scans of line-of-sight examples. That said, these were the best of the 4 SPI games. M.Enzer'00 / ARTICLES ON: Napoleon's 1813 Campaign; Battles of the Crimean War; ERRATA for Great Medieval Battles #197, French Foreign Legion #200; Shelby's Attack of the Killer Mules in New Mexico 1862; Russian Naval Attack at the beginning of WWI; the German MG34 Light Machinegun; Boeing B-52; Development of the Sherman Tank; Makhno & the Russian Civil War in the Ukraine; Mauryan Empire of Ancient India.</p>							
51558	Forgotten Axis, Romanian Campaign #206 (w/ Mag)	n	New	Out-of-Print	1.0	\$20.00 \$18.00	\$12.50
<p>■ Mag & Game. 3rd game in the Forgotten Axis btlm level game series. This edition covers two campaigns focused on the Romanian cavalry corp. Jakimivka covers the Aug'41 Soviet counterattack against the Cav Corp near Rostov. Kuban Gateway covers the Aug'42 capture of the Taman Peninsula by the Cav Corp. Uses a formation activation system. 2km/hex, btlm/rgt level, 240 counters. M.Bennighof'01 / ARTICLES ON: Romania on the Eastern Front 1941-2; 1814, Napoleon's Fight for Survival; Failure of Air Alert Raider on 7 Dec 1941; Tank Reactive Armor; Peace Treaty between Eritrea & Ethiopia 2000; He-219 Owl; Australian Army Restrictions in WW2; Development of the Armored Car in US; Italian Special Naval Operations in WWI; The Sino-Japanese War 1894-5; US & Indian Deployments in Asia 2000.</p>							
57313	Operation Elope #211 (w/ Mag)	n	New	Out-of-Print	1.3	\$20.00 \$18.00	\$12.00
<p>■ Mag & Game. Operation level game of the Allied intervention in the Russian Civil War, 1918-1919, in the northern Urals near Archangel. Ostensibly to prevent massive supplies from being captured, the intervention grew to attempting to defeat the Bolsheviks. 260 counters, 6mi/hex, 1mo/turn, co/pltn/rgt level. P.Moore'02 / ARTICLES ON: Allied Intervention in the Russian Civil War, 1917-20; Rise of the Soviet Army; the B-2 Bomber; the Indo-Pakistani power balance; the first Jacobite Wars in Britain, 1670-1701; Military History of Colonial Brazil. '01</p>							
62423	Rough & Ready #212 (w/ Mag)	n	New	Out-of-Print	1.2	\$20.00 \$15.00	\$13.00
<p>■ Mag & Game. With 20 errata counters for Crimean War #201 (8), Forgotten Axis #206 (1), Twilight Hapsburgs #204 (11). Grand tactical game covering 3 battles from early in the American invasion of Mexico, 1846-7. Covers Palo Alto (May 1846), Resaca de la Palma (May 1846) & Rio Sacramento (Feb 1847). Includes 2 maps, 240 counters. R.Berg'02 / ARTICLES ON: Taylor's Invasion of Northern Mexico, 1956; Bonnie Prince Charlie & the '45; Spanish Blue Division in the USSR 1941-4; Germany's 18th Artillery Division; Last 7 Days of France 1940; Interview with the Pilot of the Enola Gay; Samurai Warfare in the Sengoku Period; Technology Represented in Strategy Games, using TFG's Liftoff as an example; Ibn Battuta, Prince of Travelers.</p>							
58657	Spanish Civil War Battles, v1 #213 (w/ Mag)	n	New	Out-of-Print	1.2	\$42.00	\$25.00
<p>■ Mag & Game. First of an intended series of operational, btlm/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. 1mi/hex, 1day/turn, btlm/rgt/brig. P.Moore'03 / ARTICLES ON: US Third Army (Patton) from Normandy to Lorraine 1944; Patton, Master of War; Odd British Units of the Desert War 1940-3; Tirah Campaign in Afghanistan, 1897-8; German use of Soviet Naval facilities 1939-41; US Army's Interim Brigade Combat Team; Jarama River Campaign, Feb 1937, in Spain; the Last Massed British Cavalry Charge, Palestine 1917.</p>							
59375	Marathon & Granicus #214 (w/ Mag)	n	VeryGd	Out-of-Print	1.0	\$20.00 \$16.00	\$15.00
<p>Rear mag cover mildly crinkled w/ 3 creases due to poor storage; otherws new & unused. ■ Mag & Game. Includes errata counters for Op Elope #211 (20). Also includes scenarios, experimental rules & errata for Boer War. Simpler, 2-battle game using the Battles of the Ancient World system covering the first battle of the Greek-Persian War (499BC, Marathon) and also Alexander's entry into Asia at Granicus, 334BC. 1 map, 140 counters. 1-200m/hex, 30-90min/turn. L.Baggett & W.Grace'03 / ARTICLES ON: Warfar in the Age of Greece & Alexander the Great; Tupac Amaru, South American Legend; Merkava, Israeli's MBT; Predicting WWII; the Bridge to Austerlitz; Air War on the Eastern Front; British Campaign in Egypt 1882.</p>							
59378	Marathon & Granicus #214 (w/ Mag)	n	New	Out-of-Print	1.0	\$25.00	\$20.00
<p>■ Mag & Game. Includes errata counters for Op Elope #211 (20). Also includes scenarios, experimental rules & errata for Boer War. Simpler, 2-battle game using the Battles of the Ancient World system covering the first battle of the Greek-Persian War (499BC, Marathon) and also Alexander's entry into Asia at Granicus, 334BC. 1 map, 140 counters. 1-200m/hex, 30-90min/turn. L.Baggett & W.Grace'03 / ARTICLES ON: Warfar in the Age of Greece & Alexander the Great; Tupac Amaru, South American Legend; Merkava, Israeli's MBT; Predicting WWII; the Bridge to Austerlitz; Air War on the Eastern Front; British Campaign in Egypt 1882.</p>							
62401	Chancellorsville & Plevna #218 (w/ Mag)	n	New	Out-of-Print	1.0	\$22.00 \$16.00	\$12.50
<p>■ Mag & Game. Two games of two major battles in two very different wars. CHANCELLORSVILLE covers Lee's brilliant victory at which he outmaneuvered Hooker, May 1863. PLEVNA covers a key battle of the Russo-Turkish War, Sept 1877, in which the Russians are bloodily repulse in an assault on Turkish forces. Rgt-div level, 1k-1mi/hex, 1-8hrs/turn, 280 counters. J.Miranda'03 / ARTICLES ON: Union Army in the Am Civil War; Battle of Plevna, Sept 1877; Frederick the Not-So-Great; Hunt for the Konigsberg 1914; Spanish Pilots int eh Soviet Air Force 1941-5; Amphibious Japanese Suicide Tank; Regulars & Volunteers of the US Army of 1898; Japanese Army in WWII; Soviet Invasion of Hungary 1956.</p>							

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63344	Spanish Civil War Battles, v2 #219 (w/ Mag)	n	New	Out-of-Print	1.2	\$22.00 \$17.50	\$12.00
<p>■ Mag & Game. 2 more battles from the Spanish Civil War to complement those in the first set. Includes Guadalajara, March 1937, and the last Republican offensive at Penarroya, Jan. 1939. 280 counters, 1mi/hex, 1day/turn, btn/rgt/brg/div level. P.Moore'03 / ARTICLES ON: the Spanish Civil War 1936-39; Stalingrad & the End of German Invincibility; Kaiser's Africa Airship; Sydney Reilly, Ace of Spies; War Chariot in China; First Sih War, 1845-6.</p>							
65102	Seven Years World War #221 (w/ Mag)	n	New	Out-of-Print	1.0	\$25.00	\$17.50
<p>■ Mag & Game. The 7 Years War covered as a global war of empire. 8 European powers plus India & China compete for dominance. Can be played by 2-4 players thru military, economic & diplomatic means. Yearly turns, army/fleet level. J.Miranda'04 / ARTICLES ON: Seven Years World War, the First Global Conflict, 1756-1763; Frederick the Great & the art of battle management during the Seven Years War; the Alamo; first actions of Britain during WWII; Australians in Iraq 2003; Frederick War & the Taiping Rebellion; Philippines Insurrection 1899-1902; Destruction of French Mobile Group 100 in Vietnam, 1954. '04</p>							
68213	Sedan Campaign, 1870 #224 (w/ Mag)	n	New	Out-of-Print	1.0	\$22.00 \$19.00	\$15.00
<p>■ Mag & Game. Includes variant counters for Indochina (11), Belisarius (29), 1918 (9), Grp Soviet Forces (1), Ottomons (3), Boer War (10), Inv Taipai (10), Indo-Pakistani (48), Asia Crossroads (11), First Afghan (7), Xenophon (3), Chancellorsville/Plevna (8). Simpler, operational level game of the decisive campaign of the Franco-Prussian War, 1870. 4.4mi/hex, 3days/turn, div level. T.Bomba'04 / ARTICLES ON: Sedan Campaign 1870; Second Afghan War 1879-1881; the P-39 Aircobra & Buffalo Fighters; Italo-Turkish War of 1911-12; Ascendancy of Athens 500-400BC; USN 5/25 AA Gun; Sixth SS Panzer Army in Hungary 1945; Armies of the Eastern Front 1944-5.</p>							
68549	Twilight's Last Gleaming, War v2 #225 (w/ Mag)	n	New	Out-of-Print	1.0	\$22.00 \$19.00	\$15.00
<p>■ Mag & Game. Three more small battles from late in the War of 1812. The Thames (Oct 1813), Chippewa (July 1814), and Lundy's Lane (July 1814). 50men/factor, 100yd/hex, 15-60min/turn. 88 counters, 3 maps on 1 map surface. C.Diamond, W.Sariego, T.Bomba'04 / ARTICLES ON: Greatest Tank Battle: Kursk-Orel Salients, Summer 1943; Armies of the Eastern Front, 1943; Development of the Canadian Army, 1660-1900; Italy's Piaggio 108B Heavy Bomber; Cold War's Last Casualties; Austrian Divisions in WW2; Maurice of Nassau, Pioneer of Modern Warfare; Alcibiades, Demagogue of the Peloponnesian War.</p>							
70490	Old Contemptibles, Battle of Mons #228 (w/ Mag)	n	New	Out-of-Print	1.0	\$22.99 \$19.00	\$13.00
<p>■ Mag & Game. w/ variant counters for Back to Iraq 3 (33) & markers for Ottomans (20). Coverage of the small but expert British Expeditionary Force in northern France, at the first meeting between the Germans & Brits at Mons, 1914. 1mi/hex, 2hr/turn, btn/rgt level. Has the look & feel of a Command/XTR game. R.Bell'05 / ARTICLES ON: The British Expeditionary Force in WWI, & its Evolution; the Conflict in Angola; New info on PQ-17; German upward firing cannons on Night Fighters; Coup d'etat Attempt in Republic of Texas 1836; Asustralia in Somalia 1992-94; Iranian OoB 2004; Battle of Eylau 1807, w/ OoB.</p>							
71531	Downfall, If the US Invaded Japan #230 (w/ Mag)	n	New	Out-of-Print	1.0	\$25.00	\$20.00
<p>■ Mag & Game. Game of the prospective American invasion of Japan at the end of WW2, covering the beachhead area at the south end of the southern Japanese island of Kyushu. Division level, w/ only 88 counters. Done in the style of an XTR/Command issue game by none other than T.Bomba'05 / ARTICLES ON: Operation Downfall, the Planned Air Campaign Against Japan, Nov 1945-March 1946; Armies in the Pacific 1945; Next Generation Aircraft in the Pacific 1945; Plan Orient, the German Plans to Link Up with the Japanese in India; Marx on the American Civil War; Australia & Bougainville; Russian Midget Sub Development; Battle of Stones River, Murfreesboro, 1862.</p>							
72715	Catherine the Great #232 (w/ Mag)	n	New	Out-of-Print	1.0	\$23.00 \$22.00	\$15.00
<p>■ Mag & Game. Solitaire or 2-3 player game of Catherine the Great's rule of Russia, 1762-96, and the various policy initiatives she could have pursued to enhance Russia's standing in Europe. Player(s) act on behalf of Russia; other European powers are handled by the game system. Army level, 5yrs/turn, 200 counters. J.Miranda'05 / ARTICLES ON: Counterstroke at Soltsy on the Road to Leningrad, July 1941; Catherin the Great & Russia's expansion; the Maccaabean (Jewish) Revolt in 167BC; the British Blue Peacock Nuclear Landmine; Naval Mine Warfare during the Cold War; Peace in Cambodia; Entebbe Hostage Rescue; Miyamoto Mushasi, 1584-1645.</p>							
73001	Dagger Thrusts, Patton & Montgomery #233 (w/ Mag)	n	New	Out-of-Print	1.0	\$24.00	\$18.00
<p>■ Mag & Game. Simpler XTR-style game of the possibilities open to the Allies in the early Fall 1944. Two maps cover the northern German/Dutch border area where the British may try a Market-Garden attack, and seperately a map of the central Ruhr/Rhine area where Patton's 3rd army could assault the Rhine directly. The Allies must shorten the war by a successful Market-Garden attack, opening Antwerp, or breaching the Westwall. 176 counters, rgt/div level, 7mi/hex, 3days/turn. T.Bomba'05 / ARTICLES ON: Dagger Thrusts, Missed Opportunities for Victory Against Germany, Sept. 1944; George Henry Thomas, Rock of the Union; Battle of Nashville, Dec. 1864; German 78th Assault Inf. Division; Roadblock at Mortain; the AirLand Battle of the Bulge & Combat Units in the Bulge. / ARTICLES ON: Dagger Thrusts, Missed Opportunitites to Defeat Germany, Sept. 1944; George Henry Thomas, Union General; Battle of Nashville, Dec 1864; Germany's 78th Assault Division in WW2; Huge US Army Reorganization Underway; Battle for Lake Tanganyika 1915; the AirLand Battle of the Bulge, with air & land OoBs.</p>							
74570	Cold War Battles, Budapest & Angola #235 (w/ Mag)	n	New	Out-of-Print	1.0	\$23.00 \$19.00	\$17.00
<p>■ Mag & Game. Operational levels of two venues for Cold War conflict between the superpowers, Budapest 1956 and Angola 1987. Budapest shows one of the pivotal cold war events, as the Hungarian population rises up against the Soviets who then invade to restore "order," possible NATO counter-invasion possible. Angola covers the sharp conflict between Angolan factions supplemented by Cuban regulars against an invading S.African army in support of the UNITA faction. Generally btn level, Budapest 0.33mi/hex, Angola 5mi/hex, 1-4wks/turn. J.Miranda'06 / ARTICLES ON: S.African involvement in Angola; the first biological warfare; Musket Accuracy; First Black Regt of the Am Civil War; Aerial Firsts Over China; US Redstone Rocket; Breitenfeld 1631; German airborne in WW2; German army organization 1942-5.</p>							
140171	No Prisoners! Lawrence of Arabia #237 (w/ Mag)	n	Mint	Out-of-Print	1.0	\$22.99 \$18.00	\$15.00
<p>■ Mag & Game. w/errata counters for Dagger Thrusts (5 + 20 Am Stars/Bridge Broken markers), Old Contemtables (2), Twilight's Last Gleaming 2 (2), Nine Navies War (1) Strategic level game of Lawrence of Arabia's (and the Brit's) campaign in Palestine, from Egypt to Damascus & Medina, 1915-18. Two campaigns occurred during this time, an Ottoman thrust to Egypt and the British offensive that conquered Palestine. Includes an optional system where each player controls opposite side on western & eastern fronts (ala Btl for Germany). J.Miranda'06 / ARTICLES ON: the Desert War in WWI, Allenby & Armageddon; Hoover, Dragoneers & the Boxer Rebellion; Union Indian Regiment in the Civil War; Lawrence of Arabia & the Arab Revolt.</p>							

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Part#	Game Title & Edition	Box	General Condt	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
77649	Marlborough, War Spanish Succession #238 (w/ Mag)	n	New	Out-of-Print	1.0	\$23.99 \$21.00	\$18.00
	■ Mag & Game. Moderate complexity, strategic level game of the War of Spanish Succession and a continental struggle for dominance. France, Bavaria & other principalities face off against England, Austria and Prussia. 1yr/turn, 10-20k troops/army, 280 counters, 3 scenarios & campaign game. J.Miranda'06 / ARTICLES ON: Marlborough's Art of War; the Famous Victory, Blenheim, 1704; the Skull of Sultan Mkwawa after WWI; the Royal Navy's Efforts in the Pacific War; the Turkish Gettysburg, battle of the Sakarya River; the Chimurenga War, Rhodesian Insurgency 1966-80; Civil War Submarine Operations.						
77634	Winged Horse, War in Vietnam 1965-6 #239 (w/ Mag)	n	New	Out-of-Print	1.0	\$40.00	\$30.00
	■ Mag & Game. Rgt/div level, strategic level game of the war in Vietnam, 1965-6 during the early stages of the US ground intervention in the country. Emphasizes the US air mobility, communist supply, hidden communist movement, and military OR political victory. 25mi/hex, 1wk/turn. 280 counters. J.Miranda'06 / ARTICLES ON: It's Our War Now, Vietnam 1965; Armies in Vietnam 1965; Kidnapping of Gen. Kreipe on Crete, 1944; 1856 Declaration of Paris; Portugal in WWI; Impact of Rifle-Musket on Tactics; Asante War of 1873; USAAF in Europe, 1942-5.						
78731	1066, End of the Dark Ages #240 (w/ Mag)	n	New	Out-of-Print	1.0	\$27.00	\$17.50
	■ Mag & Game. Strategic level, 2-4 player game of the struggle for ethnic dominance in Britain early in the 11th century. Players represent the Anglo-Saxon, Norman, Viking and Briton peoples on a map that covers Britain up to Scotland, and portions of the coast of Norway and France. A fairly simple game of diplomacy set in the era of the battle of Hastings. 176 counters. J.Miranda'06 / ARTICLES ON: 1066, the Battle of Hastings & the Turning Point of the Middle Ages; When China Ruled the Waves; WWI in West Africa; Britain's Royal Sovereign Class BB; northern Vietnam's AA Guns; Mozambique After the Cold War; Bernardo de Galvez & the Louisiana-Florida Campaign 1779-81; End of the Sioux Dominance.						
80902	Drive on Moscow #244 (w/ Mag)	n	New	Out-of-Print	1.4	\$40.00 \$26.00	\$22.50
	■ Mag & Game. Simpler, operational level game of the final German attempt to sieze Moscow in 1941. Covers the time from 1 Oct thru 7 Dec., from Kursk to Kalinin. 7.5mi/hex, div level, 1wk/turn. 2maps, 352 large counters. Feature ARTICLES ON: 1941 Moscow Campaign; Roman Army at Zama, 202BC; Next Naval War; Rocroi 1643 battle file. 62pg. J.Miranda'07						
81303	Triple Alliance War #245 (w/ Mag)	n	New	Out-of-Print	1.0	\$24.00 \$21.00	\$15.00
	■ Mag & Game. Paraguay takes on an alliance of Brazil, Argentina & Uruguay in a bloody S.American war, 1865-8. Strategic level, 25km/hex, brig/div level, 6mo/turn. J.Romero'07. ARTICLES ON: the Triple Alliance War; Art of War in the Middle Ages; Cordoba & the btl of Garigliano; US Army in future wars.						
85301	Cobra, the Normandy Campaign 3rd #251 (w/ Mag)	n	New	Out-of-Print	1.2	\$52.50	\$35.00
	■ Mag & Game. Variant counters for Vinegar Joes War #227 (7); Sealords #243 (10); Winged Horse #239 (180); Twilight of the Ottomans #241 (83). 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 / ARTICLES ON: Battle for Normandy, D-Day to Falaise Gap; Military History of China, bronze age to present; Braddock's Defeat, 1759; Ekranoplane, monster of the Caspian; History of the Israeli airforce.						
85880	Civil War in the Far West 1862 #252 (w/ Mag)	n	New	Out-of-Print	1.0	\$25.00 \$16.00	\$14.00
	■ Mag & Game. w/ variant counters for Back to Iraq 3rd (34) & No Prisoners (7). Simpler game of the Confederate attempt to secure the southwestern USA (mainly New Mexico) early in the American Civil War, Feb-Jun 1862. 9mi/hex, 100men/strength pt, 1mo/turn. C.Diamond'08 / ARTICLES ON: the Am Civil War in the West; Great War & the Origins of Air Warfare; variant rules for No Prisoners & Back to Iraq 3rd; Chinese Naval Power in the Pacific & Indian Oceans; Lion of Mali, 1300s.						
86304	Drive on Kursk, July 1943 #253 (w/ Mag)	n	New	Out-of-Print	1.0	\$42.00	\$35.00
	■ Mag & Game. Div level game of the German armored offensive of July 1943 met by intense Soviet preparations. Game vaguely based on the Kursk'71 game published by SPI, and the Road to Ruin game system found in Drive on Stalingrad 3rd & Drive on Moscow #244. Utilizes recent Soviet archive materials for a better OoB. Includes the historical scenario plus Manstien's alternative to include all available units from the entire east front into the battle. Does NOT include a May or August scenario. 10km/hex, 2days/turn. T.Bomba'08 / ARTICLES ON: Kursk as an operation defeat for the Germans; Prochorovka revisited based on archive data; design notes for Drive on Kursk; Byzantine capture of Manzikert, Armenia, 1071; first use of northern Vietnamese tanks in 1968; the armies of Cobra, July 1944.						
86891	Hannibal's War #254 (w/ Mag)	n	New	Out-of-Print	0.9	\$24.99 \$20.00	\$12.50
	■ Mag & Game. 2, 3 or 4 player game covering the struggle for control of the Mediterranean in the 3rd century BC among Rome, Carthage, Macedon & the Gauls. Uses 1066 game system. 1yr/turn, 100mi/square, strategic level. 176 5/8" counters. J.Miranda'08 / ARTICLES ON: the Second Punic War; Cybernetic warfare in the 21st century; the British campaign in the Rio de la Plata (now Argentina), 1806-7; border tank battles in Ukraine, June 1941.						
87826	First Air Battle Over Britain #255 (w/ Mag)	n	Like New	Out-of-Print	0.9	\$25.00 \$19.00	\$14.00
	Vertical crease near spine on mag cover due to poor storage; otherwise new & unused & clean. ■ Mag & Game. w/ err counter for Nine Navies War (1). Game of the German zeppelin bombing offensive against S Britain late in WW1. Germans seek to inflict morale damage on SE Britain. Flight/Sqdm 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.						
88426	Marlborough's Btts, Ramillies etc #256 (w/ Mag)	n	Like New	Out-of-Print	0.9	\$25.00 \$18.00	\$13.00
	Crease near spine on mag cover due to poor storage. ■ Mag & Game. Moderate complexity, tactical level game of 2 of the Duke of Marlborough's key battles, Ramillies & Malplaquet, during the War of Spanish Succession. These battles marked the emergence of infantry as a shock weapon via the bayonet. 225yd/hex, 1-3k men/unit. R.Berg'09 / ARTICLES ON: Marlborough's victories in the War of Spanish Succession, 1704-8; the Battle of Britain, 1940; Operation Anaconda & the hunt for Osama bin Ladin; book reviews, & lots of ads.						
88434	Marlborough's Btts, Ramillies etc #256 (w/ Mag)	n	New	Out-of-Print	0.9	\$25.00 \$22.00	\$15.00
	■ Mag & Game. Moderate complexity, tactical level game of 2 of the Duke of Marlborough's key battles, Ramillies & Malplaquet, during the War of Spanish Succession. These battles marked the emergence of infantry as a shock weapon via the bayonet. 225yd/hex, 1-3k men/unit. R.Berg'09 / ARTICLES ON: Marlborough's victories in the War of Spanish Succession, 1704-8; the Battle of Britain, 1940; Operation Anaconda & the hunt for Osama bin Ladin; book reviews, & lots of ads.						

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Part#	Game Title & Edition	Box	General Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtm Price
90897	Black Prince, Crecy & Navarette #260 (w/ Mag)	n	New	Out-of-Print	0.9	\$25.00 \$16.00	\$10.00
	■ Mag & Game. Two key battles from the time of the English king known as the Black Prince late in the Medieval period. Navarette covers the Apr 1347 battle during the 100 Years War between the English & the French & their Castilian allies. 50yd/hex, 500men/counter, 20min turn. Crecy covers the 1346 battle in which the French mounted knights prove the cost of arrogance in the face of lowly archers. 80yd/hex, 500men/unit, 40min/turn. / ARTICLES ON: the Black Prince & medieval warfare; Issues in designing tactical pre-modern wargames; the Arab Legion in WW2 & the first Arab-Israeli War; Central Powers offensive at Caporetto, Italy, 1917; Military evolution in 16th & 17th Centuries & 30 Years War. '09						
94516	Frederick's War, Austrian Suction #262 (w/ Mag)	n	New	Out-of-Print	1.0	\$30.00 \$21.00	\$17.00
	■ Mag & Game. Game is a 2-4 player contest, each striving for dominance in all of central Europe between 1741-8. Uses the 1066 & Hannibal's War system. Played on an odd map where geography is bent to a system of squares. 1yr/turn, 2500-10,000men/unit, 50mi/square. 2 scenarios & campaign. J.Miranda'10 / ARTICLES ON: Frederick the Great's war of Austrian Succession, 1740-8; the rescue of Mussolini (plus Skorzeny & other Wehrmacht 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.						
93486	Shiloh, Bloody April 1862 #264 (w/ Mag)	n	New	Out-of-Print	0.8	\$30.00 \$21.00	\$17.50
	■ Mag & Game. 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 system. 1hr/turn, 100yd/hex, brig level. 3 scenarios plus 3-day campaign, 176 counters. 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.						
93829	Operation Jubilee, Dieppe 1942 #265 (w/ Mag)	n	Like New	Out-of-Print	0.9	\$89.00	\$65.00
	Crease close to & paralleling spine on mag cover front & back due to poor storage. Otherwise new & unused. ■ Mag & Game. 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 Majahideen; the Carronade as a weapon; Battle of Ball's Bluff, 1861.						
94938	Julian, Triumph Before the Storm #266 (w/ Mag)	n	New	Out-of-Print	0.9	\$35.00	\$20.00
	■ Mag & Game. 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						
95204	Falklands Showdown, 1982 #269 (w/ Mag)	n	New	Out-of-Print	0.8	\$59.00	\$40.00
	■ Mag & Game. Game of the Argentine invasion of British-held Falkland Islands & the sharp British retort. Includes an operation map of the surrounding sea areas & a grand tactical map of the Falkland Islands. The British must mobilize its resources to launch a counter invasion to rest the islands back from Argentina. c.4aircraft/counter, squadron/btl level, 1 ship/counter, 1-3days/turn, area map. P.Sharp'11 / ARTICLES ON: strategic analysis of Falklands War, 1982; War of Chinese reunification 1916-28; Btl of M'utah 629ad; Soviet TU-4 Bull heavy bomber; decline of the phalanx during the Peloponnesian War; war hero US presidents; British invasion of Tibet 1904; battle of Hattin, 1187ad.						
95601	American Revolution #270 (w/ Mag)	n	New	Out-of-Print	0.8	\$69.00	\$49.00
	■ Mag & Game. 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 Caribbean, 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.						
96128	Second Kharkov, Strike & Counterstrike #271 (w/ Mag)	n	New	Out-of-Print	0.9	\$37.50	\$20.00
	■ Mag & Game. Colorful update of this PzrGrpGuderian system game of the Soviet May'42 offensive that ended in disaster. The 'strike & counterstrike' included the massive tank battles of mid-1942, just prior to Stalingrad, during the Second Btl of Kharkov. Designed as a fun, fast moving, see-saw slugfest. Historical & Soviet all-out scenarios. 5mi/hex, 2days/turn, brig/div level. Paul Youde'11 / ARTICLES ON: Second Kharkov campaign, failed planning; Second Kharkov designers notes; Battle of 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.						
115472	Lepanto, Battle of... #272 (w/ Mag)	n	New	Out-of-Print	0.9	\$39.00	\$33.00
	■ Mag & Game. 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.						
99723	Operation Anaconda, Afghanistan 2002 #276 (w/ Mag)	n	New	Out-of-Print	0.9	\$29.99 \$22.50	\$17.50
	■ Mag & game. Grand tactical game of a key battle between US-led forces & those of the Taliban & Al Qaeda in the Shahi-Kot Valley & mountains of eastern Afghanistan, mid-March 2002. Allied forces attempt to surround & destroy Taliban forces and capture bases & Bin Laden, but poor command control stopped that. Uses the They Died With Boots On game system, with each sub command operating independently based on chit pull. Platoon level, 248 counters. Curiously, the one side is consistently called Al Qaeda tho most fighters were Afghani Taliban, and the two are not the same thing. J.Miranda'12 / ARTICLES ON: Operation Anaconda, battle in Afghanistan 2002 & designer's notes; analysis of the US M4 Sherman Tank; massacre at Teutoburg 9AD; settlement dark & bloody, a history of the Cherokee Wars 1654-1865; Model 1895 Mannlicher Rifle; lifting the blockade at the end of the American Civil War; origin of the modern combat helmet; trooper Billy Sing, Gallipoli sniper.						



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121938	Soldiers, Decision in the Trenches #280 (w/ Mag)	n	New	Out-of-Print	0.9	\$29.99 \$23.00	\$19.00
<p>■ Mag & game. Simpler game of the US 1st Inf attacks into thinly-held German-held lines toward the end of World War I (1918) in multiple scenarios. Not truly historical, rather representative of actions during this time. 5-10min/turn, 25yd/hex, pltn or single machine gun level; fast playing. 124 counters. T.Bomba'13 / ARTICLES ON: Soldiers, the American offensive in France, 1918; US military's attack helicopter doctrinal controversy; the Jewish Revolt, 66-73AD; America's Gibraltar: West Point in the American Revolution, 1775-83; media review; Nung Tri Cao & rebellion against the Chinese in the 11th Century; US 8" Howitzer; Encirclement & Threat Perception in Asia; Sherman at Shiloh; Huaihai Campaign that concluded the Chinese Revolution, 1948-9.</p>							
117234	In Country, the Vietnam War #281 (w/ Mag)	n	New	Out-of-Print	1.4	\$85.00	\$72.00
<p>■ Mag & game. Dbl-sized game covers several key periods of America's war with Vietnam between 1965-75, with scenarios for '65, '68, '70. Focuses on conventional war, but the unconventional side is included & crucial as well. 2 maps covers southern Vietnam as well as portions of northern Vietnam, Laos & Cambodia. 3 scenarios ('65, '68 & '70) plus campaign beginning in 1964. 3 levels of rules complexity; 560 counters, rgt/div level, 30km/hex, 6day/turn. Victory scored via separate political & military points J.Miranda'13 / ARTICLES ON: A Reinterpretation of US Military Operations in Vietnam; In Country Design Notes; Could the South Have Won at Gettysburg?; Battle of Iwo Jima; Actium, End of the Roman Republic; Kuduz 2001, evacuation from Afghanistan to Pakistan; 1918 Canadian Motor Machine Gun Brigade; German Sturmgewehr 44 Assault Rifle.</p>							
126855	Pacific, War OF the..., 1879-1883 #282 (w/ Mag)	n	New	Out-of-Print	0.9	\$29.99 \$22.50	\$17.00
<p>■ Mag & game. Game of a key South American war, that between Chile & Peru and Bolivia, 1879-83. The Chileans begin by capturing Lima, the Peruvian capital, followed by a guerilla war & stalemate by 1883. 2mo/turn, 31mi/hex, btn/rgt level, 280 counters. '13 / ARTICLES ON: War of the Pacific, 1879-80; Churchill & the Zeppelins in WWI; Charlemagne's campaigns, 771-814AD; Indo-Pakistani Wars; Pre-WWI German-American rivalry; Kampfgruppen strategy in N.Africa; Hydrofoils in the US Navy; Pump-action grenade launcher; ABDA Command, unified command in the Pacific, 1941. '13</p>							
114942	1863, Turning Point in the Civil War #297 (w/ Mag)	n	New	Out-of-Print	0.9	\$34.99 \$27.00	\$22.50
<p>■ Mag & game. Strategic level, area-move game of the American Civil War in the pivotal year of 1863. Uses a Battle for Germany-style system with one player controlling the eastern Union forces & western Confederate forces, and the other vice versa. Players seek to score the most points for capturing cities & winning battles. 1mo/turn, div/corp level, 1mo/turn, 30mi/inch, 176 counters. J.Miranda'16 / ARTICLES ON: 1863, Turning Point of the American Civil War; Area Denial (Anti-Access) Warfare; the An Lushan Rebellion, 755-763, in China; Battle of Grozny, 1994-5; Capturing Prize Ships in the 16-18th Century; German Gunboats in Chinese Riverways During WWI; Byzantine Campaigns of Basil II in Syria, 976AD; US Unmanned Surveillance Drones.</p>							
114881	Balkan Gambit, 1943-45 #298 (w/ Mag)	n	New	Out-of-Print	0.9	\$34.99 \$26.00	\$21.00
<p>■ Mag & game. Game explores the hypothetical case had the western Allies followed Churchill's preference of invading the Balkans rather than Italy in 1943, his soft underbelly. 3 scenarios set in 1943 (the historical alternative), 1944 (the Bodyguard deception turned real), and 1945 (British forces attempt to cut off German forces in the Balkans & stop a Soviet advance towards Italy). 20mi/hex, 2-5 days/turn, brig/div level, 176 counters. B.Knight'16 / ARTICLES ON: Churchill's Balkan Gambit; Cyrus II of Persia; Operation Colorado, Vietnam 1966; Integration of Firearms into Sengoku Jidai Japan; Battle of Omdurman, 1898; Peloponnesian War; Lee-Enfield Bolt Action Rifle; Signals Intelligence, Past & Present.</p>							
131539	Agricola #306 (w/ Mag)	n	New	Out-of-Print	0.9	\$34.99 \$24.00	\$21.00
<p>■ Mag & game. Game of the campaign waged by the Roman governor of Britain, Agricola, 82-84AD, to conquer northern Britain & Scotland. Goal for both sides is physical occupation of localities, destruction of opposing leaders & units. Uses the strategem system of prior Trajan series. 140 counters, 10mi/hex. Joseph Miranda'17 / ARTICLES ON: Agricola, the Roman Conquest of northern Britain, 78-85AD; Asymmetric Warfare & Modern Insurgencies; Battle of Kircholm 1605; Shiloh Campaign, 1862; US Army in WWI; Bren Universal Carrier; Lafayette Escadrille at Verdun; USS Herbert Thomas (destroyer).</p>							
130258	Cold War Hot Armor: Vietnam #307 (w/ Mag)	n	New	Out-of-Print	0.9	\$34.99 \$25.50	\$20.00
<p>■ Mag & game. 2-player, low level tactical game of armored combat between various combatants during the Cold War era, in this case Vietnam 1954-75. First of a new game series. Emphasis on command control, combined arms & technology. 228 counters, sqd/pltn level. Includes 9 scenarios spanning the years from French involvement in 1954 thru the collapse of southern Vietnam in 1975, including the fantasy what-if of a US invasion of Laos to cut the NVA supply line directly. Additional optional rules can be downloaded. Joseph Miranda'17 / ARTICLES ON: AFVs in the Vietnamese Wars; the Third Punic War, 149BC; Siege of Santa Fe 1680; First Anglo-Afghan War 1839; Leyte Gulf.</p>							
134101	Windhoek, Southwest Africa 1914-15 #313 (w/ Mag)	n	New	Out-of-Print	0.9	\$39.99 \$22.00	\$17.50
<p>■ Mag & game. Game of World War I in German Southwestern Africa, 1914-15. Allied South African, British and Portuguese forces try to conquer German forces quickly, while German forces strive to draw out their war beyond the historical timeframe of defeat of 10 months. Each side receives a fixed number of activation points per turn, and those are required to recruit & move units. Fighting centers over control (& repair) of railroads vital to Allied logistics and water holes. Small forces can have big effects. Company/btn/brigade level, 25miles/hex, 25mi/hex, 1mo/turn, 176 counters. Joseph Miranda'18 / ARTICLES ON: Windhoek, the Campaign in German Southwest Africa, 1914-15; Could Athens Have Won the Peloponnesian War?; Hobkirk's Hill, Nathanael Greene & the Art of Phyrnic Victories; Naval Battle of Portman, 1873, Battle of Ironclads; Pyrrhus, Almost King of Sicily; Custer's Gattling Guns, Benefit or Burden; HMS Peterel on the Yangtze River in China; Cook Islands Contingents in World War I.</p>							
Decision Gms Modern War M (Dec MW)			http://www.decisiongames.com				
105818	Somali Pirates # 3 (w/ Mag)	n	New	Out-of-Print	0.8	\$29.99 \$21.00	\$15.00
<p>■ Mag & game. Hypothetical, near-future Allied Coalition seeks to destroy the bases used by Somali pirates to raid shipping in the vital shipping lanes of the Arabian Sea and elsewhere - and of course control Somalia itself. Players seek to maximize their public support affected by mobilizing reserves, securing areas, destroying enemy forces, etc. Map covers Somalia & a portion of Ethiopia; includes 176 counters representing pirates, warlords, Al Qaeda, militias & Coalition forces. Presumes the pirate forces grew stronger recently in recent months (they haven't). Brig/Task Force level, J.Miranda'12 / ARTICLES ON: Somali Pirates; What if the US invaded northern Vietnam in April 1967?; the US Marines at Nasiriyah, Iraq, March 2003; the War in Space & the X-15; Steal aircraft technology from WWII on; the Piranha, unmanned surface vessel.</p>							
131586	Six Day War, 1967 # 4 (w/ Mag)	n	New		0.9	\$29.99 \$21.00	\$17.50
<p>■ Mag & game. Game covers the Six Day War, the Arab-Israeli conflict of June 1967. Using the Btl for Germany model, one player commands the Syrians & the Israelis on the Egyptian Front, the other player is the Egyptian player & northern Israelis, all seeking victory points to win. 5mi/hex, 1day/turn 228 5/8" counters. J.Miranda'13 / ARTICLES ON: the Six Day War, 1967; the Egyptian Army, 1956-73; Operation Savannah: Task Force Zulu in Angola, 1975; Crash Course in Littoral Warfare (US Navy's emphasis on near-shore combat); the Terrorist Attack on Mumbai 2008; Corona, America's first spy satellite, 1956; USMC Electronic Warfare planes of the Cold War; USAF's nex gen long-range strike bomber.</p>							

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Part#	Game Title & Edition	Box	General Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtm Price
105826	Decision Iraq # 6 (w/ Mag)	n	New	Out-of-Print	0.9	\$30.00 \$19.00	\$10.00
<p>■ Mag & game. Complex game of the political & military conflict since the US invaded Iraq in 2003. Played on an area map. Views the conflict as one of stability & democracy versus Al Qaeda, Iran & insurgency (nothing about nationalism). Both players employ convention & unconventional forces seeking to enlarge their control & influence in the country & destroy enemy forces, and ultimately "control" Iraq. J.Miranda'13 / ARTICLES ON: 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.</p>							
131846	Holy Land, Next Arab-Israeli War # 8 (w/ Mag)	n	New		1.2	\$49.99 \$40.00	\$35.00
<p>NOTE: Includes supplementary errata counter sheet published Feb '14 w/ 176 counters (Holy War 99, Somali Pirates 51, Red Dragon 2, Decision Iraq 24), w/ printed errata. ■ NOTE: Includes supplementary errata counter sheet published Feb '14 w/ 176 counters (Holy War 99, Somali Pirates 51, Red Dragon 2, Decision Iraq 24), w/ printed errata. Mag & game special issue. Game of a future Arab-Israeli War, presuming a revitalization of Israeli's Arab neighbors' militancy, and covers a conventional hot war as well as insurgency & "terrorism". Uses the earlier Decision Iraq game system to depict the full range of possible forms of conflict. Appears to focus on the fact of conflict, not what creates & drives it. Includes a scenario for the current Syrian Civil War after it provokes a broader, regional conflict. 2 maps, 392 counters. J.Miranda'13 / ARTICLES ON: the Next Arab-Israeli Conflict; Thailand's Southern Insurgency; the Six Day War in Global Context; Centurion tanks in Vietnam; Cold War Atomic-themed Toys in America; A Focus on the Indian Navy.</p>							
131587	War by Television, Kosovo 1999 # 9 (w/ Mag)	n	New		0.9	\$29.99 \$22.50	\$17.00
<p>■ Mag & game. Game of the possibility of a NATO or US-led coalition attack on Serbia in 1999 seeking a military solution to the Kosovo crisis. Game assumes such an attack would have led to a short, 1-month long war. 7.5mi/hex, brig/div/corp level, 176 counters. J.Miranda'13 / ARTICLES ON: War by Television, Kosovo 1999; Tanks in Counter-Insurgency Operations; Operation Red Dragon, Hostage Rescue in the Congo, 1964; Italy's Aircraft Carriers; AC-130U Spooky II Air Gunship; The Vertical Dimensions of Ambiphus Warfare.</p>							
126171	Target Iran #10 (w/ Mag)	n	New	Out-of-Print	0.9	\$29.99 \$29.00	\$17.50
<p>■ Mag & game. Solitaire simulation of a hypothetical US-led coalition attack on one of the latest boogeymen, Iran, with the stated purpose of destroying nuclear & other WMD-related targets within that nation. Game includes a strategic, intelligence-gathering, cyberwar & build-up phase followed by the execution of an actual attack. Victory is determined by the effect of the strike on the worldwide price of oil. Strategic level, 228 counters. J.Miranda'14 / ARTICLES ON: Analysis of Targeting Iran: US Intervention Doctrine & Strategy, Closing the Hormuz Straights, Iranian Military; Battle of Na San, Indochina 1952; the Origin of US Joint Warfare Doctrine; the M551 Sheridan, Light Armor in Action; Focus on Eastern European Armies Today; the Future of the US Navy; Robin Olds & the Air War in Vietnam.</p>							
110283	Next War in Lebanon #13 (w/ Mag)	n	New		0.9	\$29.99 \$19.00	\$12.50
<p>■ Mag & Game. Operational level game of a future Israeli invasion of Lebanon with the goal of eliminating a rival, Hezbollah (which the game posits as purely a terrorist organization). Envisioned as a much larger version of the 2006 invasion. Syrian & Iranian forces may also enter the game per certain conditions or mutual agreement. Game uses an unusual, very large hex map (with only 21 hexes total), with unlimited stacking; operations are performed within a hex. 176 counters. B.Train'14 / ARTICLES ON: the Next War in Lebanon (and the 2006 War); the Ukraine Crisis, Part I: Crimean Flashpoint; African Stalingrad: Cuito Cuanavale, Angola 1987-88; 32 Buffalo Battalion, [old] South Africa's Military Elite; the Luftwaffe Flew Again, German Aircraft after 1945; Ad Hoccery & US Unit Cohesion; Nanotech Soldiers & Future Operations; Cold War Nuclear Weapons for Air Combat; Russia's T-90 Tank.</p>							
130287	Visegrad 4, the Coming War in Europe #16 (w/ Mag)	n	New	Out-of-Print	1.2	\$34.99 \$27.00	\$20.00
<p>■ Mag & game. Game covers a hypothetical conflict between the 4 Visegrad eastern European NATO nations centered on Poland (w/ Czech, Slovakia, Hungary). Could the Russians attempt to regain their dominance with a declining US influence? Polish energy developments have made them a prime economic competitor for Russia, setting up the potential situation. 176 counters, 56km/hex, 1wk/turn, div level. Game's background reads like a neo-cons nightmare fantasy. E.Harvey'15 / ARTICLES ON: Visegrad 4, Russian Resurgence in the 2010s; Putin as Warlord Today; Signma '64, Ignored Vietnames Wargames; Matthew Ridgway, first Cold War general; AirSea Battle, the future of Aero-Naval warfare; French Foreign Legion's 13th Demi-Brigade, an Interventionist Force; What Went Wrong with the Iraqi Army?; Russian Attack Helicopters.</p>							
115659	Red Dragon Falling #19 (w/ Mag)	n	New	Out-of-Print	0.9	\$34.99 \$25.50	\$19.00
<p>■ Mag & game. Game assumes an observed cycle of development, power & chaos in China's history, and projects that into the near future in the form of a new Chinese civil war set in the 2020s. Any of many social factors provoke a crisis & conflict. Map covers western half of China from north of Korea to Vietnam, including Taiwan. 2mo/turn, 80mi/hex, brig/div/army level, 176 counters. J.Miranda'15 / ARTICLES ON: the Coming Chinese Civil War; Battle of Chinese Farm, 1973; Operation Dingo, Rhodesia Raid 1977; the Far East in the Cold War; British Intervention in Jordan, 1958; Russian Airborne Armor, the ASU-85 & BMD-4; US Navy's New Railgun; Islamic Revolutionary Guards Corp Air & Space Forces.</p>							
131571	Kandahar, Splc Forces In Afghanistan #21 (w/ Mag)	n	New	Out-of-Print	0.9	\$34.99 \$28.00	\$20.00
<p>■ Mag & game. Solitaire game in which the player controls a small Special Forces team in Afghanistan, 2003-13. System generates a variety of missions & enemy responses to your activities. Can be played cooperatively by 2+ players. 5men or 1 leader/unit, 176 counters, 200m/hex, variable time. E.Harvey'15 / ARTICLES ON: Struggle for Kandahar; Hill Battles for Khe Sanh, Vietnam; French Military Mutinies, Algeria & the Secret Army 1958-62; Nassar Strikes, Egypt in North Yemen 1962-67; the Nike Era, Air Defense Against Nuclear Attack; India's New Carrier, INS Vikramaditya; Cold War Culture, Era of Experimentation; Sweden's Unique Main Battle Tank, Stridsvagn 103.</p>							
127792	Fallujah 2004, City Fighting in Iraq #23 (w/ Mag)	n	New	Out-of-Print	0.9	\$34.99 \$25.50	\$20.00
<p>■ Mag & game. Solitaire game covering the US-led coalition's fight for the Iraqi city of Fallujah in April & Nov 2004, which became the biggest pitched battles of the war in Iraq. Player controls western forces on a somewhat abstracted point-point map of the city (superimposed on a satellite photo of the area). Goal is to amass points for total kills, capturing objectives and eliminating high value targets. 176 counters, area move map of the urban battleground. J.Miranda'16 / ARTICLES ON: Cold War Air Forces of NATO & the Warsaw Pact; First Commonwealth Division, 1950-3; Border War, South Africans & the Angolan Frontier; China's Naval Facilities in the Horn of Africa; Afghan National Army; Russian Strategy; Struggle for Mullah Fayyad Hiway, 2006; Advanced Rotocraft; Israel's Submarine Force; Military Readiness of the Persian Gulf States.</p>							

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Part#	Game Title & Edition	Box	General Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtm Price
122326	October War, Arab-Israeli War 1973 # 25 (w/ Mag)	n	New		1.3	\$59.99 \$42.00	\$34.00
<p>■ Mag & game, special edition. Game is a new design (not a remake of earlier game by this name), a point-point movement game of the 1973 Yom Kippur War on both Sinai & Golan fronts. Emphasizes event markers that represent major events (often political) that shaped the outcome of the war. 2 maps, 352 counters, btln/brig/div level. J.Miranda'16 / ARTICLES ON: The Yom Kippur War on the Sinai Front; Syria's Blunder, the Battle of the Golan Heights 1973; US 10th Mtn Division in Somalia 1993; Falklands War, 1982; Puntland (Somalia), a Significant Victory?; The J-20 (v F-35 & F-22); Iran's Quagmire; China & Vietnam, 1979; Biafra's Fatal First Strike, 1967; the Russian Flanker Fighter; US Army's Long Endurance Multi-Sensor Vehicle.</p>							
128048	Modern Battles, Kaliningrad & Mosul # 27 (w/ Mag)	n	New		0.9	\$34.99 \$25.50	\$20.00
<p>■ Mag & game. Pair of games at grand tactical/operational scale covering now-historical combat between ISIS & Coalition forces for the Iraqi city of Mosul, and a hypothetical, preemptive attack by NATO & Visegrad forces on Kaliningrad (& the Russian Baltic Fleet's base there). Includes electronic warfare & airpower. 176 counters, Btl/Brig level, 1.8-4km/hex, 12-72hrs/turn. J.Miranda'16 / ARTICLES ON: Crisis in the Mid-East; Myth of Modern Airpower; Breaking the Phalanx (Again); US Commandos in the Korean War; Is the Lord's Resistance Army Back?; Piracy in the South China Sea; Turkey's Army; I Was There: Operation Protea, Angola, August 1981; North Korean Cyber War Units.</p>							
125266	Operation Musketeeer #32 (w/ Mag)	n	New	Out-of-Print	0.9	\$34.99 \$23.00	\$15.00
<p>■ Mag & game. Published with 52 additional units & markers for Combat Veteran #31. Game of the Israeli, French & English capture of the Suez Canal in 1956 & their attempt to impose a more favorable Egyptian government (to replace the popular, nationalist Nassar). Historical operations are depicted, with the eventual hypothetical of the USSR & US being drawn in militarily, and developing into a hot war confrontation with the possibility of nuclear exchanges. Emphasis is on command control modeled thru the use of independent activation of various national contingents. Includes air forces. 228 counters, 15km/hex, 1+days/turn. rgt/brig level. Joseph Miranda'17 / ARTICLES ON: Operation Musketeeer, Invasion of Egypt 1956; Battle of Mogadishu, Somalia 1993; US effort to build Kajaki Dam in Afghanistan; Possibilities of a US-Russian Alliance in the 21st Century; Colombia's Peace Process; Australia's Defense; Logistics of Terrorism; Russia's Tu-16 Blackjack Bomber Today; Indian Artillery Saga; Reemergence of the Taliban; Houti Missiles & Saudi Arabia.</p>							
130443	Isis War, Next Middle East War # 33 (w/ Mag)	n	New	Out-of-Print	0.9	\$34.99 \$24.00	\$12.50
<p>■ Mag & game. Game set in the near future based on the perennial boogey man of many in the US, that Iran develops a nuke and uses it's military aggressively (quite contrary to US intelligence estimates of Iran's abilities & intent). Kurds declare their independence from Iraq, join with Iranian & Turkish Kurds, and a regional war quickly results with Turkey & Iran & ISIS remnants facing off against US, Iraqi & Kurdish forces. Can also be played as an expansion to Oil War #2. Strangely, has little if anything to do with a war on ISIS. 18mi/hex, 3days/turn, brig/div/corp level. Ty Bomba'17 / ARTICLES ON: War on the Islamic State; History of Soviet & Russian Involvement in the Middle East & Africa; Modern Day Warlords; Eritrea vs Ethiopia, Frozen Conflict; Russian Zapad 2017 Military Exercises; Terrorism in Southeast Asia; Local Players in Syria; Sidi Ifni, Spain's Last War in Africa; Admiral Felix Budwell Stump; Special Operations in Vietnam.</p>							
130655	Opaque War, Ukraine 2014 # 34 (w/ Mag)	n	New	Out-of-Print	0.9	\$39.99 \$28.00	\$19.00
<p>■ Mag & game. Game of the military conflict between the Russian-supported Ukrainian rebels beginning with the Ukrainian gov't's anti-insurgent operation in April 2014. The government tries to secure two cities & the major airport, while the rebels try to deny government control of the same 3 cities while putting other cities and the rail link to the Crimea. Limited fog of war until adjacent, plus the politics of the situation. Btl/rgt/brig level, 10mi/hex, 176 counters. Covers the area northwest of Donetsk. Javier Romero'18 / ARTICLES ON: Russo-Ukrainian Conflict; Battle of Latakia, Israeli Navy in the 1973 Yom Kippur War; Strategic Air CComan in the Vietnam War; China's Global Naval Strategy; Victory thru Airpower, Russia's Robot Tanks; South Korean Armed Forces; Strategy Changes in Yemen; China's Border Wars; Fatemiyoun Afghan Fighters in the Syrian Civil War; Military Working Dogs in Modern Warfare; Admiral Aumwalt Jr.</p>							
131847	Cold Start, Next India-Pakistan War #36 (w/ Mag)	n	New		0.9	\$39.99 \$29.50	\$22.00
<p>■ Mag & game. Two player, strategic level game of the hypothetical crisis should India attempt a sudden and decisive attack on its neighbor, Pakistan. Fast playing & relatively simple. Div/corp level, and focused on the heart of Pakistan along its border with India. Includes the possibility of a nuclear exchange (begun only by Pakistan), as well as limited Chinese intervention on behalf of Pakistan. 176 counters, 35mi/hex, 3days/turn. Ty Bomba'18 / ARTICLES ON: The Next India-Pakistan War; Dawn of Precision Warfare in Vietnam; the Battle of Mosul; Warfighting for the 21st Century; Defending Argentina's Airspace Against Narcos; What Happened to the Bundeswehr; Justice in the South China Sea; Saudi-Yemen Border Wars & Missile Defense; Ireland's Plan to Invade Ulster, 1969; Carrier Capable U-2G Aircraft.</p>							
133341	Soyuz '81 # 38 (w/ Mag)	n	New		0.9	\$39.99 \$29.50	\$22.00
<p>■ Mag & games. Simpler, 2-player game covering the possibilities of a hypothetical Soviet attack on Poland in 1981 as Poland began to distance itself from Soviet orbit. Soviet forces including those of eastern Germany & Czechoslovakia attack from all sides. Soviet success depends on getting Poland to toe the line without expending inordinate amount of military & political capital in doing so. Such capital is measured in activated Warsaw Pact units, destroyed units, captured & recaptured cities, and Soviet control of the rail network supplying Soviet forces in eastern Germany deterring a NATO response. 16m/hex, 3days/turn, div level, 176 counters. Ty Bomba'18 / ARTICLES ON: Soviet Plans to Invade Poland; Liberation of Kuwait, 1991; 1982 Hama Uprising in Syria; Russian Naval Renaissance; Peru's Shining Path Today; NATO's Deterrence of Russian Aggression; China in the Arctic; Isis & Hamas; Rescuing the Yazidis of Iraq; Khasham Turkey Shoot, Russian-Syrian Force Beaten by a Kurdish-US force in Syria; Red Air Force 1945-53,</p>							
134818	Chechen War, 1994-96 # 40 (w/ Mag)	n	New		0.9	\$39.99 \$29.50	\$15.00
<p>■ Mag & game. Includes variant/errata counters for Red Dragon Green Crescent #1 (17), Green Beret #18 (8), Kandahar #21 (4) & Dien Bien Phu #17 (3). Operational level game of the 1st Chechnya War, 1994-96. Russia attempts to quash the Chechan independence movement militarily. The Russian nation has little heart for the conflict, and Chechnya must bog down the war thru effective guerrilla action to force a political settlement. The Russian player must be concerned about their national will to fight, and the possibility of the largerCaucasus region seeking independence. 3mo/turn, Btl/rgt level, 144 counters, 5km/hex. Javier Romero'19 / ARTICLES ON: Eternal War, Chechnya 1994-2009; Geopolitics of Cyberwarfare; MSB Hercules in the Persian Gulf, 1980-88; Anti-Ship Cruise Missiles, an Evolving Threat; Brazil's Prosub Plan; Russian Military Intelligence Threat to the West; Pack Animals in Modern Conflict; Tipping Point or Stasis in Afghanistan; Welcome to the Second Atomic Era; The Putative Legitimacy of Abu Bakr Al-Baghdadi; First Helicopter War: Algeria; Operation Linebacker 1972; a Unified & Nuclear Korean Peninsula.</p>							
<p>Decision Gms World at War (DecWaW) http://www.decisiongames.com</p>							
140329	Finnish Front, 1941-42 # 5 (w/ Mag)	n	Excel	Out-of-Print	0.8	\$25.00	\$15.00
<p>Complete. Counter corners litely & neatly trimmed. Sml dog ear to mag cover page. ■ Mag & Game. Div-level game using the They Died with Boots On game system covering what the Finns call their Continuation War from 1941-2 with the Soviets. Covers all of the Finnish front from Leningrad to Petsamo. 1mo/turn, 23mi/hex, brig/div level. J.Miranda'09 / ARTICLES ON: Finnish Front 1941-2; Disaster to Victory at Omaha Beach 1944; Ribbentrop, an SS Commander; Saburo Sakai, Japan's highest scoring surviving "ace" in WW2.</p>							

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88096	Finnish Front, 1941-42 # 5 (w/ Mag)	n	New	Out-of-Print	0.8	\$35.00	\$25.00
■ Mag & Game. Div-level game using the They Died with Boots On game system covering what the Finns call their Continuation War from 1941-2 with the Soviets. Covers all of the Finnish front from Leningrad to Petsamo. 1mo/turn, 23mi/hex, brig/div level. J.Miranda'09 / ARTICLES ON: Finnish Front 1941-2; Disaster to Victory at Omaha Beach 1944; Ribbentrop, an SS Commander; Saburo Sakai, Japan's highest scoring surviving "ace" in WW2.							
116636	1940, What IF Germany Went East? #12 (w/ Mag)	n	Like New	Out-of-Print	0.8	\$32.00	\$22.50
Vertical wrinkle down the front cover; otherwise new. ■ Mag & Game. 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; Rearing the French (Vichy & Free French); British Funny Tanks of WW2; Battle for the Mediterranean, Cape Matapan, March 1941; Yelina (Smolensk), first turning point in WW2 in the East. '10							
92610	1940, What IF Germany Went East? #12 (w/ Mag)	n	New	Out-of-Print	0.8	\$39.00	\$27.50
■ Mag & Game. 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; Rearing the French (Vichy & Free French); British Funny Tanks of WW2; Battle for the Mediterranean, Cape Matapan, March 1941; Yelina (Smolensk), first turning point in WW2 in the East. '10							
94117	Soft Underbelly, Southern Italy 1943 #15 (w/ Mag)	n	New	Out-of-Print	0.9	\$30.00	\$24.00
■ Mag & Game. w/48 variant counters for Great East Asian War. Game of the battle for the southern half of Italy in 1943. Modest complexity, 11mi/hex, 2-15days/turn, div level. Includes many what-if possibilities, as well as key elements of the campaign such as secondary invasions, paratroops, airpower, etc. T.Bomba'10 / ARTICLES ON: Allied & German strategy in Italy, 1943 including designers notes; double cross, the war between British MI-5 & German Abwehr 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							
94808	Leningrad '41 #17 (w/ Mag)	n	New	Out-of-Print	0.8	\$30.00	\$18.00
■ Mag & Game. New game of AG North's drive on Leningrad from July-Aug 1941 uses the Manila'45 system. Assumes that von Manstein didn't pause before charging for the city. 3days/turn, 0.5km/hex, btl/rgt/brig level. Special rules for command control, leaders, naval & air support, & a possible German airborne assault. J.Miranda'11 / ARTICLES ON: Leningrad 1941, Manstein's Lost Victory; Operation Anvil-Dragon, August 1944; US Navy's Yangtze River Patrol, 1937-41; Britain's Special Operations Executive; Karl May, Hitler's Favorite Author; Liberation of Vichy Madagascar; US v Japanese Pilot Selection in WW2; Chinese Collaborationist Forces in WW2.							
95810	Grossdeutschland Panzer Division #20 (w/ Mag)	n	New	Out-of-Print	1.3	\$60.00	\$49.00
■ Mag & Game. First game in an intended Famous Divisions series. Covers 4 battles from the eastern front 1943-4: Lutchesa Valley, Kursk, Akhtyrka & Mischurin Rog. Combat is heavily influenced by a event chit drawn for each battle, and game uses an activation chit system. 500m/hex, 6hrs/turn, 560 counters, 2 maps. J.Schettler'11 / ARTICLES ON: Grossdeutschland Panzer Div history & designer notes; battle sleds at Anzio intended to increase infantry mobility; 1932 Shanghai incident; analysis of warship losses in the Pacific in WW2; French port of Djibouti in WW2; tank & AT tactics in Burma; Allied railways in France after D-Day.							
96463	Minsk, Battle of...1944 # 22 (w/ Mag)	n	New	Out-of-Print	0.9	\$30.00	\$25.00
■ Mag & Game. Second in the East Front Battles game system. Covers the Soviet attack on Army Group Center that begin the Wehrmacht's collapse & retreat from the USSR. Two Soviet Tank armies drive on Minsk after cracking thru German lines. Germans must delay the Soviets & limit their gains. Rgt/brig level, 1 day/turn. J.Miranda'11 / ARTICLES ON: 1944 Battle for Minsk & the destruction of Army Group Center; Operational Analysis of the US Army in Tunisia 1943; Battle of Savo Island Reconsidered; Hitler's Military Conferences; Nazis in Hollywood movies; Utah & Omaha Beaches on D-Day; Soviet Mechanized Corps in 1941; US Gen. Geo Kenney; British WW2 research on creating a tsunami as a weapon. '12							
97923	Sedan 1940, Decisive Btl for France #24 (w/ Mag)	n	New	Out-of-Print	0.9	\$45.00	\$17.50
■ Mag & game. Game of the key portion of the campaign on the west front, 10-17 May 1940, focused in the area around Sedan & just beyond the northern end of the Maginot Line where the German breakthrough occurred. Victory is determined by the number of German units across the Meuse River. Btl level, with air & artillery. 228 counters, 2mi/hex, 1day/turn. P.Youde'12 / ARTICLES ON: Sedan, 10-15 May 1940 + designer's notes; Airpower in the Spanish Civil War; Japanese armor doctrine; Op Carnivore, destruction of Second Shock Army Spring 1942; Vichy Dakar, 1940; cocodiles defeat Japanese on Ramree Island, 1945; 6th Pzr's attack at Kursk; unlucky USS Wm Porter; review of TSWW Balkan Fury.							
118196	Keren 1941, East Africa # 25 (w/ Mag)	n	New	Out-of-Print	0.8	\$29.99	\$22.50
■ Mag & game. Grand tactical game of the battle of Keren in Italian East Africa, Feb-Mar 1941, as the Italians & local allies put up their stiffest defense of the entire war, requiring 3 Allied assaults to break their defense. 220yd/hex. Includes factors unique to the difficult fighting in remote positions. 228 counters, 200m/hex, btl level, 2 scenarios. D.March, E.Harvey'12 / ARTICLES ON: the Battle of Keren, 1941 & designer's notes; Analysis of Juno Beach, D-Day 1944; Japanes v US strategic planning in the Pacific; German strategy in 1945; How WWII changed US currency.							
100049	Green Hell, Burma 1943-4 # 28 (w/ Mag)	n	New	Out-of-Print	0.9	\$29.99	\$21.00
■ Mag & game. Includes errata/variant counters for: DMZ (20); F&M series game (20); Saipan (40); Crusader (1); Musket & Saber series markers (26); Leipzig (9); Showdown (1). Simpler folio-style game showing two portions of the war in Burma 1943-4. Op Thursday depicts the British 6-brigade gliderborne assault in March 1944 to support the allied offensive toward Myitkyina. Battle of the Admin Box depicts the defense of the Indian 7th Inf HQs against the Japanese infiltration near Sinzweya in India. E.Harvey'13 / ARTICLES ON: Green Hell, Battle for Burma; the air & sea siege of Malta in WWII; the naval war on Lake Ladoga during the siege of Leningrad; Oil: strategic bombing panacea in WW2; Ugly, slow, low & lethal: the JU-87 Stuka; destroying the defense of the Italian island of Pantelleria by air, 1943; Skalski & the Polish Fighting team; first capitalship action of WW2.							
101444	Counterattack in Ukraine, Dubno '41 # 31 (w/ Mag)	n	New	Out-of-Print	0.9	\$29.99	\$20.00
■ Mag & game. Game covers the Soviet counterattack by several mechanized corps against the German 48th Panzer Corp which was spearheading the drive on Kiev. The appearance of T-34 & KV-1 tanks which were largely impervious to most of the German's weapons lead to several days of mobile battles tho in the end the Soviets were routed. But they delayed the Germans long enough that Kiev would not fall easily. Third in the East Front Battles game series. Operational level, btl/rgt level, 228 counters, 2mi/hex, 1day/turn. J.Miranda'13 / ARTICLES ON: Counterattack in the Ukraine, Dubno 1941 w/ designers' notes; Analysis of the Maginot Line; Slim's Tanks, Crucial Weapons in an Unlikely Place [Burma]; For Honor & Glory, Maj. Gen. Stanislaw Sosabowski [Polish soldier in WWI, 1939-45]; Patton's Ever-Forward leadership Style; Makeshift weapons & tactics in Australia's Pacific War; C-87 Liberator Express [B-24s converted to cargo planes]; Chinese-Soviet Relations, 19							

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Part#	Game Title & Edition	Box	General Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtm Price
122869	Winterstorm, Relief of Stalingrad'42 #36 (w/ Mag)	n	New	Out-of-Print	0.9	\$29.99 \$26.00	\$18.00
<p>■ Mag & game. Game covers the Dec. 1942 effort by a scratch German corp (the 57th Pzr led by von Manstein) to break thru the Soviet forces encircling Stalingrad to rescue the beleaguered 6th Army. German forces must cross the entire map to break into the Stalingrad pocket. Uses the East Front Battles game system which emphasizes command control. Btln/rgt/brig level, with combined arms assets included. 228 counters. J.Miranda'14 / ARTICLES ON: Winterstorm, the German Offensive to Relieve Stalingrad, Dec. 1942; the British during the Battle of the Bulge; the Axis Visions of the World after Victory; Operation Thursday, Allied airborne landings behind Japanese lines in northern Burma, March 1944; Japanese Nakajima Ki-115 Saber Kamakaze design; US Medics & Evacuations; Yang Kyoungjong, Korean drafted into 3 armies during WWII; Rifle Grenades; Operations Catherine, a British plan to blockade the Baltic early in WWII.</p>							
114901	Ghost Division #38 (w/ Mag)	n	New	Out-of-Print	0.9	\$29.99 \$22.50	\$16.50
<p>■ Mag & game. Solitaire game in which the player commands Rommel's 7th Panzer as it fights its way to the English Channel thru France, May-June 1940. Player controls the 7th Panzer in its entirety, plus rgts of the 5th Panzer, SS Totenkopf & corp troops. What you encounter on your blitzkrieg cross country is determined by the game system with face down formation counters. Game can also be played by 2 players, cooperatively. Co/btln level, 228 counters. J.Miranda'14 / ARTICLES ON: German Mobile Warfare in 1940; Rommel's Solution to the War with the Soviet Union, 1943; the 1943 Singapore Raid; Rise & Fall of Tankettes, 1925-40; Defeating German Mines in WW2; Italian Forces on the Eastern Front, 1941-3; Discovery of the Japanese I-400 sub's hulk in 2013; PT-309.</p>							
110362	France Fights On #39 (w/ Mag)	n	New	Out-of-Print	0.9	\$29.99 \$22.50	\$13.00
<p>■ Mag & game. Includes ERRATA & errata counters for: Norway 1940 (54), Ghost Division (60), Rhineland (24). Game of the hypothetical situation in June 1940 had the French government not capitulated but instead sought to evacuate itself and as much of the French army as possible to northern Africa to continue resistance. The Germans must seek to destroy as much of the French army as possible within a month's time lest events severely disrupt Germany's timetable for the next year of the war. 2days/turn, 8mi/hex, 288 counters. T.Bomba'14 / ARTICLES ON: The What if Had France Fought On in 1940; the Soviet Gulag Network & Penal Battalions; Kamikazes Over Okinawa; Hitler's Headquarters, the Wolf's Lair; the Alaskan-Canadian Highway in World War II; the Bombing of a US Ship Off Italy Carrying Poison Gas, 1943.</p>							
111272	Pacific Battles, Shanghai #42 (w/ Mag)	n	New	Out-of-Print	0.9	\$34.99 \$25.50	\$20.00
<p>■ Mag & game. Game is third in the Pacific Battle series, and covers the Japanese conquest of the strategic Chinese city of Shanghai between Aug-Nov 1937. Success depends on effective management of land & air forces as well as logistics between two large armies. 228 counters, rgt/brig/div level, 1wk/turn. J.Miranda'15 / ARTICLES ON: Battle for Shanghai, 1937; Rundstedt in Normandy, 1944; the German Anti-Partisan War in the Ukraine; Food as Strategy [& weapon]; What if Japan Hadn't Surrendered?; German Exploitation of Antarctica & New Swabia; Darwin 1942, Australia's Pearl Harbor; SS Normandie Fire.</p>							
111280	Patton's Third Army #43 (w/ Mag)	n	New	Out-of-Print	0.9	\$40.00	\$30.00
<p>■ Mag & Game. Solitaire game in which the play is Gen. George Patton during the wild ride across France in the summer of 1944, beginning immediately after the Falaise Pocket battle until the Bulge. Following 3 linear tracks, elements of the Third Army seek to charge into Germany. Goal is to surpass Patton's historical record. Includes basic (quick) game rules plus lots of optional rules. 176 counters, point-point map, 1wk/turn, rgt/brig/div level. J.Miranda'15 / ARTICLES ON: Patton's Third Army in NW Europe, 1944-5; the Battle of Manila, 1945; Kiev Encirclement, Hitler's Great Gamble 1941; Germany's Jewish Soldiers in WWII; Escape from Corregidor; Battle of Moulin des Rondelles, France, 13 June 1944, as evidence of the quality of US troops in Europe; Foreign Language Skills & Cultural Awareness in the US Military.</p>							
116647	Night Fight Solitaire #44 (w/ Mag)	n	New	Out-of-Print	0.9	\$39.00	\$20.00
<p>■ Mag & game. Solitaire game in which the player commands a German kampgruppe infiltrating & attacking Soviet forces in a nighttime battle during the battle of Kursk, July 1943. Based on actual actions involving the 6th Panzer, plus other actions. Vehicle/Sqd level, 30m/hex, 2-15min/turn. Multiple scenarios including the 6th Panzer at Kursk & SS attacks on Kharkov. 228 counters. R.Mason, E.Harvey'15 / ARTICLES ON: Nigh Combat on the East Frong in World War II; On Patrol in Luzon, 1945; Tale of Two Corps: US II Corps & II SS Panzer Corps, 1944; Battle of Buq Buq, 1940; Mahan's influence on US Pacific Strategy 1941-5; Joseph Goebbels; Hitler's other East Frong Headquarters; Balloon Bomb Warfare; Coastwatcher Ruby Boye.</p>							
115476	Duel in the North #48 (w/ Mag)	n	New	Out-of-Print	0.9	\$34.99 \$25.50	\$20.00
<p>■ Mag & game. Includes one errata counter for Red Tide West. Game of Army Group North's drive on Leningrad during the summer of 1941, June-Sept. Uses the Sedan game also used in Tobruk & Duel on the Steppe, including a unit activation system. Single scenario, with both historical & free setups. 12.5mi/hex, Div level, 228 counters. Map is larger & covers a broader area than Leningrad game on same subject. P.Youde'16 / ARTICLES ON: Army Group North's Campaign in 1941; Development of Allied Close Air Support in the European Theater of WWII; the Third Battle of Changsha, China, Dec 1941-Jan 142; Melvin Purvis, FBI Agent, in WWII: Origins of British WWII Commandos; German Flackpanzers in WWII; Orde Wingate, Lawrence of Ethiopia; Rangers at Pointe du Hoc.</p>							
117405	Operation Gertrud #49 (w/ Mag)	n	New	Out-of-Print	0.9	\$34.99 \$25.50	\$20.00
<p>■ Mag & game. Includes variant counters for Patton's Third Army #43 (9) and Crete 1941 #47 (7). Game of the hypothetical German invasion of Turkey in 1942. Turkish resistance is an issue, but the bigger concern is Allied involvement in Turkey. 176 counters, 58km/hex, 1wk/turn, 5 scenarios spanning early 1941 to early 1943. E.Harvey'16 / ARTICLES ON: Turkey in WWII; Luftwaffe's Airlift Capacity 1939-45; Campaign in southern Philippines in WWII; the Siege of Leningrad, 1941-2; Animals of Leningrad; the Travels & Travails of Fey von Hassel in the last year of WWII; Excercise Tiger, Prelude to D-Day; Small Vessels for Transport in the Pacific early in WWII; Italian Manned Torpedos.</p>							
125241	Escape Hell's Gate, Korsun Pocket #57 (w/ Mag)	n	New	Out-of-Print	0.9	\$34.99 \$21.00	\$18.00
<p>■ Mag & game. Game covering the final attempt of the German 3rd Panzer Corp to relieve the two corps of Germans encircled in the Korsun Pocket between 10-17 Feb 1944. Two battles are fought, with outside Germans attacking to break in, and the Soviets attempting to reduce the pocket. 280 counters, rgt/brig level, inspecific scale. Eric Harvey'17 / ARTICLES ON: Battle of Korsun-Cherkassy Pocket; Japan Surrenders, 1945; Serbian Collaborationist Forces, Auxiliaries or Clandestine Patriots?; Building the US Army in WWII; Curtis-Wright 21 Fighter; American Equipment & British Ingenuity in Northern Africa; Battle of Milne Bay, 1942.</p>							
131559	Peaks of the Caucasus # 61 (w/ Mag)	n	New	Out-of-Print	0.9	\$39.99 \$28.00	\$22.00
<p>■ Mag & Game. Game covers the 1942 German offensive in southern USSR, and the Soviet Uranus counteroffensive, with Stalingrad being only 1 hex on a mapboard. Offensive is divided between Stalingrad & the Caucasus front; command activation will allow operations on either front or sometimes both. Victory is based on geographical objectives (for Germans) and destroying enemy forces (for both). Corp/army level, 1mo/turn, 100km/hex, 2-6div/unit, 176 counters. Joseph Miranda'18 / ARTICLES ON: Axis 1942 Offensive in Southern Russia; the Royal Navy in the Pacific in WWII; Italian Army of WWII; Special Agent Leon Turrou; Germany's Coal Industry; the British Short Sterling; Soviet Economic Aid to Germany, 1939-41; the Typhoon, Flawed Fighter.</p>							

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134114	Spanish Civil War, Belchite & Teruel #62 (w/ Mag)	n	New		0.9	\$39.99 \$29.50	\$22.00
<p>■ Mag & Game. Game covers the battles around Belchite, Aug-Sept 1937, as well as Teruel (Dec 1937) and Alfambra (Dec 1937 - Feb 1938) during the Spanish Civil War. Uses the Fire & Movement game system common to many of DG's folios games. 1km/hex, brigade level. 180 counters. Eric Harvey'18 / ARTICLE ON: Battles of Belchite & Teruel, Tipping Point of the Spanish Civil War; Allied Lend-Lease to the Soviet Union during WWII; Operation C3, Italian Plans to Invade Malta; Operation Causeway, US Formosa-Amoy Invasion Plans During WWII; Planned Swedish Invasion of Denmark by Den Danske Brigade in 1945; Could the US have Won the Battle of Wake Island, Dec 1941?; the USSR Polikarpov I-16 fighter.</p>							
134351	Rats of Tobruk # 64 (w/ Mag)	n	New		0.9	\$39.99 \$25.00	\$11.00
<p>■ Mag & Game. Game of Rommel's Easter attack on Tobruk, April 1941, and with a second offensive in early May 1941. Primarily involves the Australian 9th Inf in defense of the western half to the Tobruk perimeter. Uses a formation activation system intended to reflect the chaos of warfare. Company level, 6hrs/turn, 500m/hex. 280 counters. Eric Harvey'18 / ARTICLES ON: Attempt to Capture Tobruk Spring 1941; Allen's US 104th Infantry Timberwolf Division; Operation Toenails, New Georgia June-Aug 1943; Soviet War Plans in 1941; Q-Ship Ranen, 1940; Germany v Finland in Lapland 1944; Operation Brevity 1941 and Desert Tactics.</p>							
138589	Breakout, First Panzer Army #69 (w/ Mag)	n	New	Out-of-Print	0.9	\$39.99 \$27.50	\$21.00
<p>■ Mag & game. Game of the breakout of the German 1st Panzer Army in northwest Ukraine in the spring of 1944, after the Soviets enveloped it. Set in late winter, weather & ground conditions are major variables affecting movement & air support. Success often depends on each sides ability to concentrate forces including special units & artillery for key attacks, and the Soviets can be limited by their supply lines. Div/corp level, 176 counters. Ty Bomba'19 / ARTICLES ON: Breakout of the German 1st Panzer Army, March-April 1944; British Pacific Fleet, 1944-5; US Army Military Police in World War II; German Annihilation War, Planning & Implementation; German Super-Heavy Tank Projects, 1941-5; Rome 1943, America's First Italian Advance; Wermacht Special Forces in World War II.</p>							
Eagle Games (EGL)		http://www.eaglegames.net					
131977	Civilization, the Boardgame	GB	VeryGd	Out-of-Print	8.5	\$60.00 \$39.00	\$20.00
<p>1 panel of one board section neatly separated. Offered as substantially complete: appears to be missing a handful of minis from one color (yellow), but can't confirm for lack of a definitive parts inventory. IS more than complete to play a full game. Rules have been folded over. Some box edge wear repaired. Several creases on box. ■ 2-6 player board game that loosely ports the classic computer game (my only addiction) to board game format. Includes the key dynamics of the computer game -- changing technologies, wonders of the world, allocation of resources, all played with 784 plastic pieces (in 22 distinct types) on a 36x46" color board. Std & advanced rules. Origins Award in '02 for best historical board game. '02</p>							
134825	Civilization, the Boardgame	GB	Good	Out-of-Print	8.5	\$60.00 \$39.00	\$25.00
<p>Substantially complete: missing a small number of each of most generic unit types (eg Galley, Howitzer), and ~5 city cards. All coin counters lost & replaced by square, mounted color photocopy replacement counters; blank Tech cards removed & not included. Box has noticable shelf wear, corner arbrasions; 3 corners reinforced w/ clear packing tape. Very servicable copy. ■ 2-6 player board game that loosely ports the classic computer game (my only addiction) to board game format. Includes the key dynamics of the computer game -- changing technologies, wonders of the world, allocation of resources, all played with 784 plastic pieces (in 22 distinct types) on a 36x46" color board. Std & advanced rules. Origins Award in '02 for best historical board game. '02</p>							
Euro Games / Descartes (EuroG)		http://www.descartes-editeur.com/english.htm					
129241	Serenissima	LB	VeryGd	Out-of-Print	4.4	\$60.00 \$18.00	\$10.00
<p>Substantially complete: missing 1 (of 28) galley, 2 (of 28) flag bases, 26 flag masts, 1 coin, 1 sailor. 4" piece of masking tape on box btm, 1" tape removal mar on 1 box side. Otherws complete & clean. ■ 2-4 player, modestly simple game of international trade & warfare thruout the Mediterranean prior to Columbus. Emphasis is on trade & player interaction. Excell component quality thruout.</p>							
Excalibre Games (Excal)		http://www.Excalibregames.com					
145341	Ironclads, 2nd: Expansion, 2nd	BC	New	Out-of-Print	2.2	\$41.95 \$33.00	\$25.00
<p>■ Adds 300 counters, adv CRT, 88 ships & 2 forts for US, Confed, European & S.American navies from the Civ War era. Adds land unit interaction. '93</p>							
Game Publicatns GAME FIX (GPGGFx)							
22915	Bombs Away! Air War Over Europe #4 (w/ Mag)	n	New	Out-of-Print	0.6	\$9.00	\$6.00
<p>Inventory label on cover of mag, otherws new. ■ Mag & game. Small card game of the strategic air war over Germany late in WW2. The allies strive to reduce Germany's ability to continue the war, while German defenses try to parry attacks. Also includes new map for Ancients. M.Anderson'95 / ARTICLES ON: US light division; the German air attack on Soviet railway system, 1944, Op Zaunkonig; the air war over Germany; battles during Desert Storm, 1991; reviews of XTR's Gettysburg & Fateful Lightning, with errata for the latter.</p>							
140339	Redline Korea #6 (w/ Mag)	n	VeryGd	Out-of-Print	0.6	\$10.00	\$5.00
<p>Complete. Sml spot on mag cover page. Otherws EX. ■ Mag & game. Strat, div/corp lvl gm of future war in Korea, c.2000. The North Koreans attack the South once again defended by quickly mobilized UN forces. Weekly turns, 33km/hex, 120 counters & smaller map. J.Miranda'95 / ARTICLES ON: changes in direction for Game Fix; Munda 46BC scenario for Ancients; the situation in Korea, mid-1990s; strategy in WWW Barbarians.</p>							
86762	Redline Korea #6 (w/ Mag)	n	Mint	Out-of-Print	0.6	\$16.00	\$10.00
<p>■ Mag & game. Strat, div/corp lvl gm of future war in Korea, c.2000. The North Koreans attack the South once again defended by quickly mobilized UN forces. Weekly turns, 33km/hex, 120 counters & smaller map. J.Miranda'95 / ARTICLES ON: changes in direction for Game Fix; Munda 46BC scenario for Ancients; the situation in Korea, mid-1990s; strategy in WWW Barbarians.</p>							
140176	Among Nations #9 (w/ Mag)	n	Mint	Out-of-Print	0.6	\$6.95 \$3.00	\$2.00
<p>Cherry. ■ Mag & game. Simpler, colorful 3-6 player game of horsetrading among nations. Players try to further their own agenda while hindering that of other players. Cards must be cut out prior to play. D.Verssen'95 / Articles on industry news; strategy in Among Nations; interview with Richard Dengel, designer; Van Dorn's Raid at Holly Springs, Dec 1862, scenario for Rebel Yell; optional rules for Ancients; state of the hobby by Jack Greene.</p>							

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15209	Among Nations #9 (w/ Mag)	n	New	Out-of-Print	0.6	\$6.95 \$5.00	\$3.00
<p>■ Mag & game. Simpler, colorful 3-6 player game of horsetrading among nations. Players try to further their own agenda while hindering that of other players. Cards must be cut out prior to play. D.Verssen'95 / Articles on industry news; strategy in Among Nations; interview with Richard Dengel, designer; Van Dorn's Raid at Holly Springs, Dec 1862, scenario for Rebel Yell; optional rules for Ancients; state of the hobby by Jack Greene.</p>							
Gamers (% MMP) (Gamers)		http://www.multimanpublishing.com					
123363	Black Wednesday	BC	New	Out-of-Print	1.5	\$43.00 \$32.00	\$20.00
<p>■ Large game of the defense of the elite Spanish Blue division against a Soviet combined arms offensive to intended to enlarge the narrow supply line to Leningrad in early 1943. Massive bombardments precede wave attacks against entrenched Spanish forces. 7th game in the detailed TCS Tactical Combat System. Includes 3rd ed series rules, 2 maps, 1040 counters, 8 scenarios. D.Friedrichs'95</p>							
135371	Counter Tray, GAMERS Style Tray	n	Good	Out-of-Print	0.2	\$4.00 \$1.25	\$0.25
<p>Couple of large cracks in tray btm repaired. Entirely serviceable. ■ Gamers style 2pc counter tray. Forms a relatively secure tray but is difficult to further secure with tape or paper clips. 20 compartment.</p>							
132315	Counter Tray, GAMERS Style Tray	n	VeryGd	Out-of-Print	0.2	\$4.00 \$1.49	\$0.75
<p>Dusty tray cover. Several cracks on tray btm sides. Entirely servicable. ■ Gamers style 2pc counter tray. Forms a relatively secure tray but is difficult to further secure with tape or paper clips. 20 compartment.</p>							
134675	Counter Tray, GAMERS Style Tray	n	Excel	Out-of-Print	0.2	\$4.00 \$1.75	\$1.00
<p>■ Gamers style 2pc counter tray. Forms a relatively secure tray but is difficult to further secure with tape or paper clips. 20 compartment.</p>							
109066	Counter Tray, GAMERS Style Tray	n	Mint	Out-of-Print	0.2	\$4.00 \$2.00	\$1.00
<p>■ Gamers style 2pc counter tray. Forms a relatively secure tray but is difficult to further secure with tape or paper clips. 20 compartment.</p>							
42543	Gamers Repl Counters 1992	n	New	Out-of-Print	0.2	\$5.00	\$2.00
<p>■ Repl counters (only) for ITQF 2nd (1), BRS (16), Bloody 110 (1), Obj Schmidt (1) FEW (2), Omaha (56) Stalingrad Pocket (18), Guderian's Blitz 1st (42), EAW (2), BV (1). Total 140. '92</p>							
42554	Gamers Repl Counters 1994	n	New	Out-of-Print	0.2	\$4.00	\$2.00
<p>■ Repl counters & errata for GD'40 (8), Matanikau (3), Ardennes (8), Gud Blitz 1st (120), Total 140. '94</p>							
60517	Gamers Repl Counters 1995	n	New	Out-of-Print	0.2	\$8.00 \$4.00	\$2.00
<p>■ Repl counters for Blk Wed (2), Hunters (1), Perryville (38), CivWar series (47), April's Harvest (2), GD'40 (26), Tunisia (4). Total 140. '95</p>							
42589	Gamers Repl Counters 1998	n	New	Out-of-Print	0.2	\$4.00	\$2.00
<p>■ Repl counters & errata for Gaines Mill (1), Semper Fi (1), GD'41 (1), Semper Fi/Raging Storm (83), Stalingrad Pkt II (5), OCS supply markers (32). Total 140. '98</p>							
123369	Leros, the Island Prize	BC	New	Out-of-Print	1.5	\$43.00 \$39.00	\$25.00
<p>■ Platoon/single AFV scale game of the German invasion of Leros in the Eastern Med, Nov'43, that deterred Turkish involvement in WW2. Allows the German player to plan invasion, site & reinf schedule. Includes v3.1 ed of Tactical Combat Series system rules, 3 maps, 560 counters, 5 scenarios. D.Friedrichs'95</p>							
Gate Keeper Games (GKG)							
140754	Halfies Dwarf Dice Set (7), Beard Brown	SC	New	Out-of-Print	0.2	\$13.95 \$4.00	\$3.00
<p>■ Set of 7 dice for RPG game in Beard Brown & Mountain Stone coloration, packaged in a rook tower case.</p>							
GMT Games (GMT)		http://www.gmtgames.com					
145790	Combat Commander: Paratroopers Kit 3rd	Fo	New		0.5	\$20.00 \$15.00	\$10.00
<p>■ Battle pack #1. 2nd Reprint of this kit providing 2 double-sided maps & six scenarios, plus addtl rules, adding paratroopers to the CC game system. '20</p>							
145907	Combat Commander: Tournament Battle Pack	Fo	New		0.5	\$20.00 \$13.00	\$10.00
<p>■ Kit for the Combat Commander series providing 12 scenarios well suited to tournament play (most previously published), plus 2 new maps & tournament guidelines. B.Collars'15</p>							
117025	Great Battles of Alexander: Phalanx 2nd	zl	New		0.4	\$20.00 \$12.50	\$10.00
<p>2015 edition. ■ 2015 update of this kit adding 2 additional battles to GBoAlexander from late in the Successors Wars. Includes a double-sided, full sized map & 120 counters. Note that this kit is included in the latest (5th) edition of GB of Alexander. M.Herman, R.Berg'15</p>							
144099	Pericles, the Peloponnesian Wars	BC	New		4.5	\$85.00 \$46.50	\$42.50
<p>■ 4-player game (with 1-3 player rules) of the Greek Peloponnesian Wars using elements of the Churchill game system to depict the extension of politics thru other means. Two teams compete for dominance in 5th century BC Greece. Uses a unique issue preplanning system. Victory based on conquest & honor points. Includes 190 wood blocks, 88 cards, mounted map, 23 scenarios. Mark Herman'17</p>							
GMT C3i Magazine (GMTC3i)		http://www.gmtgames.com					
51752	C3i # 6 (w/ Mag)	n	New	Out-of-Print	0.5 Mag Only	\$18.00	\$14.00
<p>■ 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</p>							

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53660	C3i # 8 (w/ Mag)	n	New	Out-of-Print	0.5 Mag Only	\$60.00	\$45.00
■ Mag & inserts. Magazine supporting GMT's extensive line of boardgames. ARTICLES ON: Errata for Btl for N.Africa, Crisis:Sinai. Play aid inserts for Btl for N.Africa, Samurai, Norway. Simplified std rules for Great Btl of History. Scenarios for Btl N.Africa, SPQR, Typhoon. '97							
50993	C3i # 9 (w/ Mag)	n	New	Out-of-Print	0.5 Mag Only	\$50.00	\$39.00
■ 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							
53236	C3i #12 (w/ Mag)	n	New	Out-of-Print	0.8 Mag Only	\$59.00	\$40.00
■ 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							
58530	C3i #14 (w/ Mag)	n	New	Out-of-Print	1.0 Mag Only	\$50.00	\$30.00
■ 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							
63941	C3i #15 (w/ Mag)	n	New	Out-of-Print	0.8 Mag Only	\$24.00	\$12.50
■ 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							
70951	C3i #16 (w/ Mag)	n	New	Out-of-Print	0.8 Mag Only	\$42.00	\$15.00
■ 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 seancio for Agrigentum & Adys; strategy for Reds!, Rise of Roman Republic, and Von Manstein's Backhand Blow; Down in Flames campsions for Aleutians (w/ cards) & Bismarck Seas 1943 (both for Zero & Coarsairs/Hellcats); and Ruin of the Reich 1944 scenario for Europe Engulfed designed for 2 players (ala Btl for Germany); and June 6 strategy. '05							
88596	C3i Magazine #20 (w/ Mag)	n	New	Out-of-Print	0.7 Mag Only	\$62.00	\$40.00
■ Includes professional version of DRIVE ON METZ intro game w/ 28 counters & map, suitable for beginners. Also incluces 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). ARITCLES 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							
88273	C3i Magazine #21 (w/ Mag)	n	New	Out-of-Print	0.7 Mag Only	\$69.00	\$50.00
■ A meaty issue w/ variant counters for Pax Romana (14), Clash of Monarchs (6); SPQR (14); Caesar, Conquest of Gaul SPARTACUS scenario & counters (40); Barbarians (24); For the People II (6). Combat Commander map insert, 26 counters; Commands & Colors addtl scenario inserts (2); Twilight Struggle card inserts (2); pack of Empire of the Sun cards; Combat Commander Europe variant rules, new scenarios, etc. ARTICLES ON: Empire of the Sun strategy; SPQR Grumentum scenario; Manoeuvre strategy & design notes; Flying Colors Trafalgar scenarios; Pax Romana scenario; Successors strategy; Down in Flames Zero & Corsairs campaign; For the People variant rules; SPQR & War Galley 2nd Punic War campaign game rules. '09							
89857	C3i Magazine #22 (w/ Mag)	n	New	Out-of-Print	0.8 Mag Only	\$49.00	\$39.00
■ 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); Canadians 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							
93876	C3i Magazine #23 (w/ Mag)	n	New	Out-of-Print	1.0 Mag Only	\$55.00	\$35.00
■ Mag & Game. Inserts include 140 counters for Jena 20 game (40), Chandragupta (18), Barbarossa Kiev to Rostov (2), 1914 Twilight in the East (3), Ship of the Line (10), Elusive Victory (10), SPQR (4), Dead of Winter (18), PQ-17 (2), For the People II (18), Pursuit of Glory (2), 9 others.,Complete Jena 20 game; Chandragupta variant; PQ-9/10 scenario; SPQR Elephant Victory scenario; For the People Naval Card Variant Effects; FAB Bulge Set-up Aid & Asset Capabilities Mix; Combat Commander Scenario 103 & 110 scenarios; Commands & Colors Epic Ancients scenario card. ARTICLES ON: For the People 10th anniversary variant rules; Hellenes developer's notes & strategy; Pursuit of Glory analysis; SPQR Elephant Victory scenario, 277BC; PQ-17 strategy & tactics; Combat Commander Stalingrad scenario 35 analysis; Kutuzov survival strategy; Paths of Glory & the Low Countries; Coromandel Campaign 1758-9 for Flying Col							
94278	C3i Magazine #24 (w/ Mag)	n	New	Out-of-Print	0.9 Mag Only	\$49.00	\$40.00
■ W/ 140 counters (Btl Normandy (66), SPQR War Elephant (4), Chariots of Fire (3), SPQR Crotona (3), SPQR (6), Serpents of Sea (12), Hellenes (14), Ship of Line (2), Elusive Victory (18), Washington's War (14)); 4 insert cards for Hellenes; Scheldt campaign insert for Combat Commander; C&C Camulodunum & Mona Insulis scenario insert; SPQR player aid card insert; 4 Btl for Normandy play aid inserts; 2 Washington's War inserts; Jena 20 play aid insert. ARTICLES ON: Asymmetrical strategy in Washington's War; Optional rules & scenario variants for Btl for Normandy; Hellenes campaign game strategy & play hints; Combat Commander index to C3i articles; 6 New aircraft for Elusive Victory w/ 3 scenarios; designers' notes for P500 games; Asia Engulfed analysis & strategy; SPQR Crotona scenario; Caucasus Campaign strategy. '10							

Heat of Battle (HOB)

<http://heatofbattlegames.com>

114330	ASL:Berlin, Red Vengence (remnant)	n	New	Out-of-Print	0.4	\$35.00	\$28.00	\$22.00
Rules & chapter dividers are photocopies. ■ W/ revised (large hex) map. Rules & scenario cards are b&w photocopies. Does NOT include counters which much be downloaded from HOB web site (but are not necessary for play). Set of 10 scenarios, large map of Berlin & 56 counters focusing on the fight for the Reichstag, Apr 28 - May 1'45. Reqs Beyond Valor, Yanks, KGP II. '97								

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Part#	Game Title & Edition	Box	General Condt	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
114336	ASL:Buckeyes	Fo	New	Out-of-Print	0.4	\$42.00 \$38.00	\$32.50
	■ Kit providing 10 scenarios covering the US 37th Inf 'Buckeye' Div in its campaigns in New Georgia and Bougainville in 1943-4. '03						
126963	ASL:Firefigts Kit #2	Fo	New		0.5	\$30.00	\$23.00
	■ Kit providing 6 small, intensive firefight scenarios from France 1940, east Africa & west front '44-5, plus 6 half-map overlays designed for maps #1,14,19,26-31,33. '05						
Lock 'n Load Publishing (LocknL)		http://www.LocknLoadGame.com					
99995	Band of Heroes: Dark July Kit 2nd	zl	New	Out-of-Print	0.4	\$42.99 \$23.00	\$18.00
	Last copy. ■ Slimmed down, 2nd ed kit for Band of Heroes using the Lock 'n Load system. Depicts tactical combat on the Eastern front during the battle of Kursk (Prochorovak). Includes a single piece paper historical map, 85 counters, 6 scenarios. Reqs Band of Heroes & Not One Step Back to play. '12						
Ludopress (LudoPr)							
128081	Iberos, 2nd Punic War in Hispania	HC	New	Out-of-Print	1.2	\$65.00 \$37.50	\$30.00
	■ Spanish made game with all components in Spanish & English. Strategic level, area move game of the 2 centuries of conflict between Rome & Carthage & the native peoples for dominance in Iberia. Yearly turns, 240 counters. Scenarios cover Carthage's reconquest of Iberia after its revolt; Iberia during 2nd Punic War; Rome's consolidation of control after 2nd Punic War; Lusitanian Revolt against Rome 147BC; 2nd Celtiberian War 143BC; Roman Civil War in Iberia 47BC; Augustus's Cantabrian War 29BC. J.Romero'02						
MicroGame Design Group (MDG)		http://www.microgamedesigngroup.ca					
51338	Barnard's Star 1st	Fo	New	Out-of-Print	0.3	\$10.00 \$8.00	\$6.00
	■ Small, DTP game of tactical combat for ground installations on a key planet. Played w/ 280 color counters that must be mounted & cut apart and 2 11x17 color maps. K.Anderson'99						
Miscellaneous Publishers (Misc)							
89105	Dice, d6 1" Oversized	n	Mint	Out-of-Print	0.1	\$0.50	\$0.25
	■ 1" d6 cube w/ rounded corners, white w/ black pips. Large size makes these unusual. Rounded corners avoids dice dings in your mapboards.						
Multi-Man Publishing. (MMP)		http://www.advancedsquadleader.com					
133029	ASL:Best of Friends Scenario Pack	n	New		0.3	\$16.00 \$12.00	\$9.00
	■ 12 scenarios drawn from the Swedish Friendly Fire ASL tourny including some tweaks by their original designers. Scenarios cover many fronts in both Europe & Pacific, including a scenario between the Soviets & Japanese at the very end of the war. Sequel to Out of the Bunker. '13						
132971	ASL:Rivers to the Reich Scenario Pack	n	New		0.4	\$20.00 \$16.00	\$12.00
	■ 15 scenarios adapted from official Squad Leader scenarios, completing the effort begun with Turning the Tide to convert all SL scenarios to ASL. Covers actions on the West Front after August 1944. Includes 2 overlay sheets (taken from GI Anvil of Victory). '13						
132982	Salerno, the 1943 Invasion of Italy	BC	New	Out-of-Print	1.3	\$42.00 \$33.00	\$22.00
	■ First of the Variable Combat Series, this covering the Allied invasion of southern Italy, 1943, including the main landings at Salerno & also at Taranto & the toe of Italy. Map divided into 3 separate areas (Salerno, Foggia & Taranto) of 1-3mi/hex linked by logistical tracks that are key to the game. Historical scenario + 3 what-ifs. 2 countersheets, 2 maps. N.Kilgore'15						
123377	Screaming Eagles in Holland	BC Like New		Out-of-Print	1.4	\$59.00	\$40.00
	Slightly circular crease along one long side panel edge. Otherw's new & shrinkwrapped. ■ Tactical Combat System game system coverage of the defense of the bridges over the Zuid Willems Canal at the town of Veghel by the US 101st airborne, 22-3 Sept. Determined combined arms attacks by the Germans attempted to recapture the key bridges. 840 counters, 4 scenarios, pltn/individual vehicles, 20min/turn, 125yds/hex. N.Roberts, B.Runnicles'02						
123380	Screaming Eagles in Holland	BC	New	Out-of-Print	1.4	\$75.00	\$50.00
	■ Tactical Combat System game system coverage of the defense of the bridges over the Zuid Willems Canal at the town of Veghel by the US 101st airborne, 22-3 Sept. Determined combined arms attacks by the Germans attempted to recapture the key bridges. 840 counters, 4 scenarios, pltn/individual vehicles, 20min/turn, 125yds/hex. N.Roberts, B.Runnicles'02						
Multi-Man OPERATIONS MAG (MMP Op)		http://www.advancedsquadleader.com					
125022	Special Ops Wargaming Journal # 1 (w/ Mag)	n	New		0.5	\$24.00 \$17.00	\$14.00
	■ Mag + Game. Includes RAPHAIA, 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 (One)		http://www.ossgames.com.OSSGamesCart.com					
130604	Algeria, War of Independence 1954-62 5th	Fo	New	Out-of-Print	0.5	\$24.95 \$15.00	\$10.00
	Last copy. ■ 4th reprint of this small game of the bitter war for Algerian independence, 1954-62. Played on an area movement, 17x22 color map w/ 140 color counters. Emphasizes the administrative aspects of fighting a guerilla war, converting Algerian institutions from French-based to those of an independent nation. B.Train'16						
Pacific Rim JustPlainWGms (PacRim)		http://www.justplain.com					

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Part#	Game Title & Edition	Box	General Condt'n	Out of Print ?	Weight (lbs)	List Our Normal Price	Cash Price	Individual Liquidtn Price
132157	Black Sea Fleet, 1914-18	n	New		0.4	\$18.00	\$13.00	\$11.00
	■ Naval combat in the Black Sea during WW-I between Russia, Turkey & Austro-Hungary. Played in 13 scenarios. 100 counters & an 11x17 map. Uses a system that preceded the Great War at Sea series by the same designer. M Bennighof'91							
114810	Kestenga	n	New		0.4	\$18.00	\$13.00	\$10.00
	■ Small game of the 3 Axis attempts in '42 to cut the Murmansk RR near Kestenga. M.Bennighof'93							
129081	Last Elephant Offensive, Sangshak, '44	n	New		0.4	\$18.00	\$13.00	\$11.00
	■ Initial btl of Jap.'s Mar'44 U-GO offensive into India. 50th Indian Para delays large Jap. force as it crosses the map. Co lvl. B.Knipple'91							
134734	Salla 1941, Fight to the Finnish	n	New		0.4	\$18.00	\$13.00	\$10.00
	■ 3 div Axis offensive at neck of Kuralia Peninsula attempting to isolate Murmansk. Btl'n lvl. Unique move system & subject matter. Good game. M Bennighof'91							
114812	Troina '43	n	New		0.4	\$15.00	\$13.00	\$10.00
	■ Reinforced US 1st Inf attempts to boot German 15th PG in NE Sicily, Aug'43, in one of the bloodiest btl's in Sicily. A plain game w/ a good simple engine. B.Knipple'93							
Rainbow Starlight (Rainbo)								
140751	Party Hats Party Game	GB	New	Out-of-Print	2.4		\$16.00	\$5.00
	■ Pure party game in which players compete for possession of 3 party hats while avoiding the dreaded horse mask. Includes all sorts of noise making devices. Requires a device with an internet connection to play. Goal is to command 3 party masks while avoiding the awful horse mask. '19							
Revolution Games (Revolu) http://www.Revolutiongames.us								
135711	Counter-Attack, the Battle of Arras 1940	zl	New		0.4	\$30.00	\$24.00	\$15.00
	■ 2-player, area-move game of the 21 May 1940 attack by British forces that gave the Germans their greatest fear of the French campaign as the offensive threatened to cut off the panzer divisions from the German infantry lagging behind. Includes one modest sized map, 1 countersheet, rgt/div level. Michael Rinella'19							
Schutz Games (Schutz) http://sites.google.com/site/schutzegames								
86174	Fox's Gambit, Battle of Gazala	Fo	New	Out-of-Print	0.3	\$12.50	\$7.50	\$5.00
	Last copy. ■ Simpler grand tactical game of the Gazala campaign before Tobruk, May 1942. Btl'n/rgt/div level, 1day/turn. P.Rohrbaugh'03							
102758	Pusan Perimeter, Fire on the Naktong 2nd	HC	New		0.9	\$30.00	\$25.00	\$20.00
	■ Update of this relatively simple, rgt/brig level game of the N.Korean attack on a key portion of the Pusan Perimeter in Korea, Aug-Spt 1950. 7mi/hex, 3days/turn, 176 counter. Relatively simple. B.Train'13							
68581	Revanche! Btl of Dompaigne, Sept 1944	n	New	Out-of-Print	0.3	\$15.00	\$9.00	\$7.50
	Last copy. ■ Grand tactical level game of the German counterattack against the 2nd Free French armored div, Sept.1944 near the town of Dompaigne. 0.3mi/hex, 90min/turn, co/pltn level, w/ a small map and 180 color counters that must be mounted & cut apart. '01							
SJG Fire & Movement Mag (SJG FM)								
106857	Fire & Movement Magazine # 22 (Mag Only)	n	Excel	Out-of-Print	0.4	Mag Only	\$5.00	\$1.50
	■ ARTICLES & reviews ON: survey of games on the Ancient Era; INTL TEAM Iliad; AH Crescendo of Doom w/ designers notes; PHOENIX Streets of Stalingrad; YAQ Ironclads w/ play thru & designers notes; 3W Desert Rats w/ ERRATA & designers notes; brief reviews of SPI Bulge & Leningrad, YAQ Murfreesboro, CMD PERS Road to Washington, EXCAL Total War, SVENSK Poltava, BEARHUG Rorke's Drift, Isandhlwana, Ulundi, Naka; TFG Op Pegasus, ROSKOPF Stratick, SIMCAN Torpedo!. '80							
75266	Fire & Movement Magazine # 33 (Mag Only)	n	Excel	Out-of-Print	0.4	Mag Only	\$4.00	\$1.50
	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							
Sovereign Media (SovMed) http://WarfareHistoryNetwork.com								
141220	WWII History Magazine Oct 2015 (Mag Only)	n	Excel	Out-of-Print	0.4	Mag Only	\$2.00	\$1.00
	■ Magazine of the history, personalities, weapons & results of World War II.~~							
141221	WWII History Magazine Dec 2015 (Mag Only)	n	Excel	Out-of-Print	0.4	Mag Only	\$2.00	\$1.00
	Narrow scuff along spine of cover page. Otherws EX. ■ Magazine of the history, personalities, weapons & results of World War II.~~							
SPI Games (SPI)								
132486	Commando, Combat Adventure Game	BC	Mint	Out-of-Print	1.5	\$25.00	\$20.00	\$10.00
	Top box edge is bare cardboard for much of its length apparently due to a box cutter cut; partially repaired w/ tape; cosmetic only. Contents clean & otherws mint. ■ Man-man combat in 2 game versions: historical & gamemastered RP. Emphasizes daring-do in 12 scenarios. E Goldberg '79							
131340	Scrimmage 2nd	FT	Excel	Out-of-Print	0.8		\$19.00	\$14.00
	Complete. Packaged in a flat tray. ■ 2nd edt is a reprint in boxed format of the game originally appearing in S&T37. Workable, but never popular, game of American football on a hex grid, essentially conceptualized as a tactical wargame as only this designer could do. 100 counters. J.Dunnigan'73							

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Part#	Game Title & Edition	Box	General Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
SPI MOVES Magazine (SPIMov)							
98740	Moves Magazine (SPI) #52 (Mag Only)	n	Excel	Out-of-Print	0.4 Mag Only	\$6.00	\$2.00
■ ARTICLES ON: Designer explanation of Tito w/ key 1pg summary, & strategy, plus separate errata; Survey of Napoleonic games pt.1; analysis of Barbarian Kingdom; Terrain as an element of limited intell; Origins '81; OSG's Robin Hoot, Arcola & 20th Maine & Air Cobra. '80							
106821	Moves Magazine (SPI) #52 (Mag Only)	n	Mint	Out-of-Print	0.4 Mag Only	\$7.00	\$2.50
■ ARTICLES ON: Designer explanation of Tito w/ key 1pg summary, & strategy, plus separate errata; Survey of Napoleonic games pt.1; analysis of Barbarian Kingdom; Terrain as an element of limited intell; Origins '81; OSG's Robin Hoot, Arcola & 20th Maine & Air Cobra. '80							
SPI S&T Magazine Games (SPIS T)							
91716	Strategy & Tactics (SPI) # 29 (Mag Only)	n	Excel	Out-of-Print	0.3 Mag Only	\$20.00	\$10.00
Original printing. ■ Mag only; no rules. ARTICLES ON: The blitzkrieg, an analysis including German armor & AT production; the War in the Pacific, 1941-43; review of Origins of WWII, War at Sea; Diplomacy strategy.							
92243	Strategy & Tactics (SPI) # 34 (Mag Only)	n	Excel	Out-of-Print	0.4 Mag Only	\$20.00	\$10.00
■ Mag only; no rules. ARTICLES ON: Armageddon, Genesis of Warfare 3000-500BC; American Revolution 1775-83; Diplomacy strategy.							
92244	Strategy & Tactics (SPI) # 35 (Mag Only)	n	Excel	Out-of-Print	0.3 Mag Only	\$15.00	\$10.00
Original printing. ■ Mag only; no rules. ARTICLES ON: Year of the Rat, Vietnam 1972; 1812 Campaign, Napoleon in Russia.							
92481	Scrimmage #37 (w/ Mag)	n	Excel	Out-of-Print	0.8	\$15.00	\$10.00
Complete. ■ Mag & Game. Workable, but never popular, gm of American football on a hex grid, essentially conceptualized as a tactical wargame as only this designer could do. 100 counters. J.Dunnigan'73 / ARTICLES ON: Ardennes Offensive, Battle of the Bulge Dec. 1944; Caporetto, Austro-German Offensive in Italy, Oct-Nov 1917.							
91636	Strategy & Tactics (SPI) # 41 (Mag Only)	n	Excel	Out-of-Print	0.4 Mag Only	\$5.00	\$2.50
■ Mag only; no rules. ARTICLES ON: Development of Mechanized Warfare, 1935-40; the War in the East, 1941-5.							
107739	Strategy & Tactics (SPI) # 44 (Mag Only)	n	Excel	Out-of-Print	0.4 Mag Only	\$5.00	\$2.00
■ Mag only; no rules. ARTICLES ON: Tank, a Weapons System Survey; Sea War in the Age of Sail, 1650-1830.							
107742	Strategy & Tactics (SPI) # 47 (Mag Only)	n	Excel	Out-of-Print	0.4 Mag Only	\$10.00	\$4.00
■ Mag only; no rules. ARTICLES ON: German Submarine Warfare in the Atlantic, 1939-43; World War III, the Potential for conflict in the 1970s; Main Article Index for S&Ts 19-47.							
113911	Strategy & Tactics (SPI) # 49 (Mag Only)	n	VeryGd	Out-of-Print	0.4 Mag Only	\$5.00	\$2.50
Most of a 2" dog-ear corner on mag cover torn off. Otherws EX. ■ Mag only; no rules. ARTICLES ON: Frederick the Great, Campaigns of the Soldier King 1740-63; Blue & Gray Battles of Shiloh, Antietam, Gettysburg & chickamauga.							
92251	Strategy & Tactics (SPI) # 52 (Mag Only)	n	Excel	Out-of-Print	0.4 Mag Only	\$5.00	\$2.50
■ Mag only; no rules. ARTICLES ON: Oil War, American Intervention in the Persian Gulf; Island War, US Amphibious Offensive against Imperial Japan 1942-45.							
116180	Punic Wars, Rome v Carthage #53 (GameOnly)	n	Fair	Out-of-Print	0.4 Game Only	\$12.00 \$5.00	\$2.50
INcomplete; missing 21 units & markers; ID included. Rules provided as photocopy. Otherws clean & EX. ■ GameOnly. 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. 1yr/turn. I.Hardy'75							
99141	Dixie #54 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$15.00	\$5.00
Rules separated. One map panel moderately sun discolored; otherws mint. ■ Mag & game. Hypothetical 2nd American Civil War set in 30s. R Siminon'76 / ARTICLES ON: Westwall, 4 Battles at the German Frontier 1944-5; brief reviews of SDC Jerusalem 1st, BL Shenandoah 1st, EXCAL Ancient Conquests, AH Wooden Ships & Iron Men, UFO 1st, AH Caesar's Legions, LORE BTL of Five Armies; 1975 SPI Annual Report; Replay of Blue & Gray II, History as Game; Replay of Sinai, History as Game.							
105649	Dixie #54 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$19.00	\$8.00
Rules separated. Very clean. ■ Mag & game. Hypothetical 2nd American Civil War set in 30s. R Siminon'76 / ARTICLES ON: Westwall, 4 Battles at the German Frontier 1944-5; brief reviews of SDC Jerusalem 1st, BL Shenandoah 1st, EXCAL Ancient Conquests, AH Wooden Ships & Iron Men, UFO 1st, AH Caesar's Legions, LORE BTL of Five Armies; 1975 SPI Annual Report; Replay of Blue & Gray II, History as Game; Replay of Sinai, History as Game.							
131472	Revolt in the East #56 (w/ Mag)	n	Excel	Out-of-Print	0.8	\$17.00	\$8.00
Complete. ■ Mag & Game. Corp/army lvl game of a possible revolt of the various Warsaw Pact allied nations against Soviet control, w/ 3 scenarios. Relatively sml game w/ 100 counters, making it good for beginners interested in the subject matter. J.Dunnigan'76 / ARTICLES ON: Warsaw Pact Rebellion in the 1970s; Firefight, US & Soviet Small Unit Tactics; Design Notes for Angola, Portugal in Africa (never published).							
131184	South Africa, Vestige of Colonialism #62 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$24.00	\$15.00
Mag cover scuffed. Complete & otherws clean. ■ Mag & game. Guerilla & conventional revolt in S.Afrika thru the '70s. I.Hardy'77 / ARTICLES ON: South Africa, Vestige of Colonialism; Fulda Gap, the First Battle of the Next War; October War errata.							
107569	Armada, 1st #72 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$22.00	\$15.00
Cherry. ■ Mag & Game. Strategic level land & naval conflict between Spanish Empire & English/Dutch forces thruout Europe, 1585-1604. 1st ed decidedly underdeveloped; 2nd ed rules strongly suggested. S.Hart'79 / ARTICLES ON: The War with Spain & the Sinking of the Spanish Armada, 1585-1604; Ships that Controlled the Seas 1914; Roman Siege Warfare; Mechanized Warfare in the 1980s; ERRATA for Cassino #17; Brief reviews of recently published games; Modern Naval Radar Jamming.							

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Part#	Game Title & Edition	Box	General Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
140209	Patton's 3rd Army #78 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$19.00	\$10.00
Unpunched. Mag cover shows slight wear. ■ Mag & Game. 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. Rgt level, 200 counters, 1day/turn. J.Balkoski'80 / ARTICLES ON: Patton's 3rd Army, Lorraine Campaign, Nov-Dec 1944; Soviet Artillery in Contemporary Era; Battle of Lepanto, Spain's Defense of Mediterranean Christendom in 16th Century.							
141291	Wilson's Creek #80 (w/ Mag)	n	VeryGd	Out-of-Print	0.8	\$21.00	\$6.00
Complete. Some moisture spots on cover of std rules. Mag scuffed & stained thru use. ■ Mag & Game. Third game in the Great Battles of the Am Civil War series. Aug 1861 btl 5mi SW of Springfield that kept the state of Missouri in the Union. A Union force under Lyon launches a surprise attack against Confeds under McCulloch & the Missouri State Guards. Aside from a corn field in the middle, the area was densely wooded. Regt level, 200 counters. R.Wright'80 / ARTICLES ON: Battles in the West, Wilson's Creek to Pea Ridge; Sleep Loss in Continuous Battle; Empires of the Middle Ages.							
107454	Tito & His Partisan Army, Yugoslavia #81 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$12.00	\$9.00 \$4.00
One slight fingerprint on mag cover. Otherws unpunched & clean. ■ Mag & Game. Guerilla war in Yugo thruout war using area move. Never a popular game, but an innovative & accurate system nonetheless. D.Rustin'80 / ARTICLES ON: Tito & His Partisan Army in Yugoslavia, 1941-5; Chemical Warfare, Prospectives & Potential; Israeli Air Force & Order of Battle.							
140173	Kaiser's Battle #83 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$12.50	\$7.00
Unpunched but rules separated, innermost mag page loose from staples. Mag shows more than normal wear. ■ Mag & Game. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80 / ARTICLES ON: Kaiser's Battle, German Offensive in March 1918; Laws of War; Soviet Tank Repair in WWII; Task Force, US & Soviet Naval Doctrine in 1980s.							
98798	Kaiser's Battle #83 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$18.00	\$10.00
■ Mag & Game. Good game of German Mar 1918 offensive, the first use of strosstruppen in the West. Div level, 12hrs/turn, 200 counters. J.Balkoski'80 / ARTICLES ON: Kaiser's Battle, German Offensive in March 1918; Laws of War; Soviet Tank Repair in WWII; Task Force, US & Soviet Naval Doctrine in 1980s.							
100153	Operation Grenade #84 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$12.00	\$10.00 \$6.00
Mag cover finger print marred. Map seam intersections worn & neatly repaired on bckside. ■ Mag & Game. 2nd gm in Victory in the West series. US 9th Army's offensive into Rhineland, Feb-Mar '45. J.Balkoski'81 / ARTICLES ON: Operation Grenade, Battle for the Rhineland, Feb-Mar 1945; Railroads & Military Operations; Nelson's Last Victory, Trafalgar, Oct. 1805.							
56968	Cedar Mountain #86 (w/ Mag)	n	New	Out-of-Print	0.8	\$15.00	\$10.00
■ Mag & Game. GBACW v.4. Union troops under Banks surprise a superior force under Stonewall, Aug '62, then must fight for their lives. 30min/turn, 125yd/hex, 30min/turn. D.Bush, J.Simon, A.Williams'81 / ARTICLES ON: Cedar Mtn, Prelude to Bull Run; the Alamo & the Texas War for Independance, 1835-61; Operational Update at SPI.							
Steve Jackson Games (SJG)		http://www.sjgames.com					
142034	Fantasy Trip, Wizard 4th	SC	New	Out-of-Print	0.5	\$14.95	\$10.00 \$8.00
■ One of the two foundation games for the Fantasy Trip role playing game system. This one focuses on magical combat (while its companion, Melee, focuses on conventional combat). Players create their wizard, choose their spells & engage in combat. Success brings more ability, failure means death. 62 counters. Packaged in a small case. Steve Jackson'19							
136477	Fantasy Trip: DeathTest & DeathTest2 2nd	BC	New	Out-of-Print	0.5	\$19.95	\$11.00 \$10.00
■ Set of two kits previously published separately, and requires the Melee & Wizard base game. This is an adventure module in which players are offered big rewards by Thorsz - IF you can make it thru his labyrinth full of traps, monsters & other just like you. Steve Jackson'19							
Task Force Games (TFG)							
26800	Escape from Altassar	zl	New	Out-of-Print	0.2	\$6.50	\$4.00
■ Cannablistic nationals deal with a massive escape by armed POWs destined to become dinner. Game is just as creative as the scenario. D.Campagna'83							
Trafalgar Editions (Trafal)		http://www.trafalgareditions.com/en/					
128063	Norway 1940 [Noruega 1940]	BC	New		3.8	\$86.00	\$84.00 \$75.00
■ Spanish-produced, Spanish-language game of the German invasion of Norway in April 1940. Colorful, A1 sized map, 580 counter. Point-point movement, including critical air & naval support for this campaign. English rules available via download. '18							
TSR Games (TSR)							
141904	Counter Tray, TSR Style Bookcase Tray	n	VeryGd	Out-of-Print	0.2	\$0.00	\$1.75 \$0.75
Some sml amt of tape remnants on tray lide. Tray lid yellowed. ■ TSR style bookcase counter tray, a 2pc design with a "locking" lid (that will pop open if jarred). Very similar to SPI design.							
140992	Counter Tray, TSR Style Bookcase Tray	n	VeryGd	Out-of-Print	0.2	\$0.00	\$1.50 \$0.75
Tape remnants at 5 places around tray cover. ■ TSR style bookcase counter tray, a 2pc design with a "locking" lid (that will pop open if jarred). Very similar to SPI design.							
88359	Counter Tray, TSR Style Bookcase Tray	n	Excel	Out-of-Print	0.2	\$3.00	\$1.00
■ TSR style bookcase counter tray, a 2pc design with a "locking" lid (that will pop open if jarred). Very similar to SPI design.							
88592	Counter Tray, TSR Style Bookcase Tray	n	Excel	Out-of-Print	0.2	\$3.00	\$1.00
■ TSR style bookcase counter tray, a 2pc design with a "locking" lid (that will pop open if jarred). Very similar to SPI design.							

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106201	Counter Tray, TSR Style Bookcase Tray	n	Excel	Out-of-Print	0.2	\$3.00	\$1.00
■ TSR style bookcase counter tray, a 2pc design with a "locking" lid (that will pop open if jarred). Very similar to SPI design.							
TSR S&T Games (TSRS T)							
107385	Monmouth #90 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$20.00	\$15.00
Cherry. ■ Mag & Game. First TSR issue. Battle of Monmouth, June 1778, the longest battle of the Am Revolution. Washington attacks the Brits as they retreat from Philadelphia, catching their rearguard under Clinton. Rgt level, 20min/turn, 100yd/hex. D.Martin, L.Millman, E.Smith'82 / ARTICLES ON: Battle of Monmouth, US Takes the Offensive, June 1778; '73, the Arab-Israeli Conflict.							
117283	Trail of the Fox #97 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$29.00	\$15.00
Rules separated. ■ Mag & Game. Btlm-regt level game of the Tunisian campaign, Nov/42-May43, using the Desert Fox system (and mating with that game to cover all of the War in N.Africa (when including Fox Killed article from S&T Special #1). RECOMMENDED game system. Btlm/Rgt/Brig/Div level, 16km/hex, 1mo/turn 200 counters, 16km/hex, 1mo/turn. D.Niles'84. / ARTICLES ON: Fight for Tunisia; Small Unit Combats in 1980s; Berg's Review of Games: Never Call Retreat, One World, 14 Ottobre Hastings, Port Stanley, Hannibal & Mohawk, Soldiers of the Queen Replay.							
105727	Monty's D-Day #102 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$35.00	\$25.00
Rules separated. ■ Mag & Game. Co/Btlm level game of the battles on the first day along the British sector of the D-Day invasion. Emphasizes deployment formation as the key variable for movement or combat. 200 counters, 2 scenarios. Popular game. J.Prados'85 / ARTICLES ON: the British at D-Day; Heavenly Kingdom of Great Peace - Rebellion in China 1850-64; the French Rapid Action Force; Variant for Napoleon's Last Battles; Napoleon's Available Forces in 1815; Abbreviated index to S&T games & lead articles published thru #102; Reviews of: SIMCAN Schnellboote and Power & Resolution, AH Hitler's War 2nd, 3W China Incident #37, Moscow '41; Reflections on the Decline of Wargaming; Replay with ERRATA of Thunder at Luetzen #99 and Superpowers at War #100.							
97461	Ruweisat Ridge #105 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$24.00	\$15.00
Cherry. ■ Mag & Game. Grand tactical game of btlm near El Alamein, July 1942. Rgt/brig/div level, 100 counters, Includes an activation system, with constraints on German forces. 1.5mi/hex, 1day/turn. D.Niles'85 / ARTICLES ON: US Invasion of Abemama 1943; Punishment in the Roman Legions; NATO v Warsaw Pact Force Balance; Limits of Mongol Accomplishments; Ruweisat Ridge, the first battle of El Alamein, July 1942; US M3 Grant Tank; Siege of Alesia 52BC; Gettysburg Revisited; Berg reviews: SGP Gates of Moscow, Behind Enemy Lines, WWW End of the Iron Dream #42, VG Sixth Fleet; Summer 1942 East Front scenario for WWII ETO 2nd; strategy in Road to Vicksburg #103, with new scenario & ERRATA; problems of modern wargaming: OoBs, maps & theory; ratings of ~100 games.							
Udo Grebe Game Design Co. (UGG) http://www.UGG.de							
129535	Empires of Apocalypse: Desert Fox	zl	New	Out-of-Print	0.8	\$15.00	\$10.00
Last copy. ■ Second of a planned series of mating Op-Strategic lvl WW2 games. This one covers the war in Africa from the Italian declaration of War thru the fall of Tunis, plus Italian East Africa, all at a 'corp' level. 5 scenario + campaign game. Plus, "the number one reason to buy the game: the most beautiful swamp hex in wargaming today!!" That's what it says... U.Grebe'99							
USA-Onolv (USO)							
142937	Match-o-Rama	BC	New	Out-of-Print	1.5	\$3.00	\$1.00
■ 4-8 player party game in which players receive a category question suggesting possible answers, chose a specific answer, then predict how many other players will guess that specific answer, scoring if you're right.							
VAE VICTUS Magazine (VaeVic) http://vaevictis.histoireetcollections.com/en/home.html							
116770	Leuthen 1757 #32 (w/ Mag)	n	Mint	Out-of-Print	1.0	\$18.00	\$15.00
Dog ear on rear cover; otherws mint. ■ Mag + Game. 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.							
116771	La Mious 1943 #85 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$19.00	\$12.50
■ Mag + Game. w/68pg mag. Game of a 1943 battle on the eastern front. Game format now smaller. 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							
125334	Bull Run #89 (w/ Mag)	n	Like New	Out-of-Print	0.8	\$15.00	\$9.00
Cover mildly scuffed; new in all other respects. ■ Mag + Game. w/68pg mag. Grand tactical game of the btl of 1st Bull Run, July 1861. French all color, glossy mag including minis coverage, history, scenarios, etc. ALL material in French; translated game material for most games available at grognard.com/vaevict.html . '09							
VAE VICTUS Stand-Alone Ga (VaeVGm) http://vaevictis.histoireetcollections.com/en/home.html							
128072	Inkermann 1854	Fo	New	Out-of-Print	0.6	\$33.00	\$26.00
■ Game of the attempt by the Russians to break the Anglo-French siege of Sevastopol during the Crimean War, Nov. 1854. Attempting to launch a decisive, surprise attack on the heights dominating the British camp, the Brits fought with discipline and the Russians withdrew. Battle was often fought in very small groups in a wildly chaotic situation. 216 counters, 2 scenarios, 1 smallish map. Btlm level, 45min/turn. English language rules. '13							
Worldwide Wargamer (3W) (WWW)							
132644	1944, Second Front	BC	Mint	Out-of-Print	1.6	\$46.00	\$24.00
No countertray, otherws unpunched & complete. Sml amount of yellow highlighting on 2pgs of rules; 2 penciled annotations on table of contents on cover of rules. ■ Rgt/div level game of campaign in France, focusing on role of elite units. Designed by Ty Bomba.							
113795	1944, Second Front	BC	Mint	Out-of-Print	1.6	\$46.00	\$29.00
No countertray. Otherws cherry. ■ Rgt/div level game of campaign in France, focusing on role of elite units. Designed by Ty Bomba.							

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Part#	Game Title & Edition	Box	General Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price	Cash Price	Individual Liquidtn Price
128941	Ironsides, the English Civil War	BC	Mint	Out-of-Print	1.4	\$34.00	\$20.00	\$10.00
	Missing 1 (of 30) control markers, otherws unpunched & complete. Sml stain on rules cover. ■ Strategic lvl gm of the entire English Civil War, 1642-9 thruout England, Scotland & Ireland. Includes 3 scenarios (Irish Rebellion, Edgehill Campaign, Scottish Campaign), plus campaign gm. A game with strong allure & potential that fails due to negligent development (if any) at 3W. R.Markham'94							
103997	Ironsides, the English Civil War	BC	Mint	Out-of-Print	1.4	\$34.00	\$19.00	\$15.00
	Minor crease & a sml, minor abrasion on box cover. Rules lightly read. Otherwise mint & clean. ■ Strategic lvl gm of the entire English Civil War, 1642-9 thruout England, Scotland & Ireland. Includes 3 scenarios (Irish Rebellion, Edgehill Campaign, Scottish Campaign), plus campaign gm. A game with strong allure & potential that fails due to negligent development (if any) at 3W. R.Markham'94							
WWW Strategy & Tactics (WWWS T)								
92766	Patton Goes to War #112 (w/ Mag)	n	Excel	Out-of-Print	0.8		\$15.00	\$5.00
	■ Mag & Game. US offensive in s. Tunisia, Mar-Apr 43, led by Patton using the BtIs of NAfrica game system. Co/btlm/rgt level, 2mi/hex, 12hrs/turn, 200 counters. V.von Borries'87 / ARTICLES ON: Interview with Rodger MacGowan, Keith Poulter & Alan Emrich; German Occupation Forces in WW2; Chinese Revolution 1945-9; Breakthru to the Coast, US II Corp at El Guettar & Maknassy, Tunisia, 1943; Austro-Hungarian Army in the 7 Years War; Berg reviews: VG Aegean Strike, Mare Nostrom, OMEGA AirLand Battle, MB Fortress America 1st; Additions & addtl scenario for Target Libya #107; ERRATA for Terrible Swift Swords 2nd (3pgs). '87							
117317	Patton Goes to War #112 (w/ Mag)	n	Mint	Out-of-Print	0.8		\$21.00	\$10.00
	■ Mag & Game. US offensive in s. Tunisia, Mar-Apr 43, led by Patton using the BtIs of NAfrica game system. Co/btlm/rgt level, 2mi/hex, 12hrs/turn, 200 counters. V.von Borries'87 / ARTICLES ON: Interview with Rodger MacGowan, Keith Poulter & Alan Emrich; German Occupation Forces in WW2; Chinese Revolution 1945-9; Breakthru to the Coast, US II Corp at El Guettar & Maknassy, Tunisia, 1943; Austro-Hungarian Army in the 7 Years War; Berg reviews: VG Aegean Strike, Mare Nostrom, OMEGA AirLand Battle, MB Fortress America 1st; Additions & addtl scenario for Target Libya #107; ERRATA for Terrible Swift Swords 2nd (3pgs). '87							
117318	Abensberg, Battle of... #113 (w/ Mag)	n	Mint	Out-of-Print	0.8		\$20.00	\$12.50
	■ Mag & Game. 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 / ARTICLES ON: Royal Navy 1660-1774; Havana 1762; British Intervention in the Am Civil War; Spanish Ulcer book & the Peninsular War; US Inf Divs in WW2; Napoleon's Campaign on the Danube, 1809; the Iran-Iraq War Since 1986; Chad, 1985-87.							
105737	Eckmuhl, Battle of... #114 (w/ Mag)	n	Mint	Out-of-Print	0.8		\$15.00	\$5.00
	Rules separated. Otherws unpunched, unplayed, clean. ■ Mag & Game. 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 / ARTICLES ON: Pancho Villa's Movie Deal; Ratios Among the Arms in 1914; Defoliants Against Japan 1944-5; Daumesnil, Napoleon's Guardian Angel; Active Military Forces 1987; Clash on the Danube, Apr 1809, pt 2: Eckmuhl; AirLand Battle Doctrine; ERRATA for Korea #111 & Abensburg #113.							
105433	Kanev, Parachutes Across the Dnepr #115 (w/ Mag)	n	Mint	Out-of-Print	0.8		\$24.00	\$10.00
	Rules separated. ■ Mag & Game. Game of the Soviet Sept. 1943 offensive seeking to break the Dnepr River before the Germans could solidfy their defense. The offensive was backed by the largest Soviet airdrop of WW2. 200 counters, div/brig/rgt level, 1mi/hex, 8hrs/turn. J.Prados'87 / ARTICLES ON: Parachutes across the Dnepr; Tarleton's Quarter at the Waxhaws; German Naval Radar in WWII; France's dearth of draft-age males on the the eve of WWII; Kanev designers nots; extensive Abensberg & Eckmuhl ERRATA; The 1862 Vicksburg Campaign.							
105434	Tigers are Burning #118 (w/ Mag)	n	Mint	Out-of-Print	0.8		\$19.00	\$10.00
	Rules separated. ■ Mag & Game. Smaller, strategic level, nicely balanced, game of the Soviet offensive in the Ukraine following Kursk, Aug'43-May'44. 100 counters, Corp/Army level, 1mo/turn, 40mi/hex. RECOMMENDED. T.Bomba'88 / ARTICLES ON: French Planning 1871-1914; Syrian War Machine; ERRATA for Kanev #115; A Year on the Verge of Ruin, A Year on the Verge of Victory: Army Group South; Cavalry Between the Rapidan & Rappahannock 1862.							
117327	Indian Mutiny, Sepoy Rebellion 1857 #121 (w/ Mag)	n	Mint	Out-of-Print	0.8		\$15.00	\$10.00
	Cherry. ■ Mag & Game. Sepoy Rebellion thruout India, 1857 on a strategic, area-move scale (and an otherwise bland map). R.Markham & M.Seaman'88 / ARTICLES ON: Piracy & the Spanish Main; Prescribed Allied Defensive Frontages 1918; the South after Yorktown 1781; Lawrence of Arabia's Amphibious Assault; Potential Wars in the World; the Indian Mutiny 1857; Battle of Ypenburg, German Airborne invasion of The Netherlands, WW2.							
131006	Campaigns in the Valley #123 (w/ Mag)	n	Mint	Out-of-Print	0.8		\$16.00	\$5.00
	Cherry. ■ Mag & Game. Includes variant counters for Indian Mutiny (1), End Iron Dream (16), House Divided leaders variant (12). Operational level, 2 scenario game depicting the 1862 & 1864 campaigns in the Shenandoah Valley. 100 counters, 2.5mi/hex, 2days/turn. Unnecessarily bland map for such a beautiful valley. R.M. 2.5mi/hex, 2day/turns. R.Markham, M.Seaman'88 / ARTICLES ON: Pompey & the 49BC Campaign; modern French Foreign Legion; Campaigns in the Shenandoah Valley; ERRATA for Indian Mutiny #121 & Nicaragua #120; Netherland's Army in 1815; German Aircraft Carriers in WW2.							
24106	Campaigns in the Valley #123 (w/ Mag)	n	New	Out-of-Print	0.8		\$18.00	\$8.00
	■ Mag & Game. Includes variant counters for Indian Mutiny (1), End Iron Dream (16), House Divided leaders variant (12). Operational level, 2 scenario game depicting the 1862 & 1864 campaigns in the Shenandoah Valley. 100 counters, 2.5mi/hex, 2days/turn. Unnecessarily bland map for such a beautiful valley. R.M. 2.5mi/hex, 2day/turns. R.Markham, M.Seaman'88 / ARTICLES ON: Pompey & the 49BC Campaign; modern French Foreign Legion; Campaigns in the Shenandoah Valley; ERRATA for Indian Mutiny #121 & Nicaragua #120; Netherland's Army in 1815; German Aircraft Carriers in WW2.							
117299	Men At Arms #137 (w/ Mag)	n	Mint	Out-of-Print	0.8		\$19.00	\$10.00
	■ Mag & Game. Disappointing 1990 update of SPI's pre-gunpowder tactical games, 1200BC-1500AD, in 32 scenarios, by two of SPI's earliest & main men. 200 counters. J.Dunnigan & A.Nofi'90 / ARTICLES ON: VD & Military Non-Effectiveness; Siege of Odessa 1941; Tactical Combat 1200BC-1500AD.							

WWW Wargamer Magazine (WWWmag)

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117302	Race to the Meuse #26 (w/ Mag)	n	Mint	Out-of-Print	0.5	\$15.00	\$9.00
<p>■ Mag & Game. Operational level game of the height of the Battle of the Bulge, 22-27 Dec 1944, as Pz Lehr, 116 Pzr & 2nd Panzer strive to breach the Meuse River near Dinant. Integrates movement & combat, and emphasizes German supply. 6hrs/turn, 1.25km/hex, btln level, 3 scenarios. B.McWilliams'83. / ARTICLES ON: Historical notes on the race to the Meuse; errata for Never Call Retreat; J.Dunnigan talks of the future of the industry & the collapse of SPI; review of AH's Up Front & VG's Ambush!; replay of Decision at Kasserine #23; brief reviews of VG's Gulf Strike, National Liberation Front, SIMCAN's Scourge of God, YAQ's Close Assault, VG's Hell's Hiway & Civil War.</p>							
12884	Lodz 1914, Blitzkrieg in the East #29 (w/ Mag)	n	New	Out-of-Print	0.5	\$15.00	\$8.00
<p>■ Mag & Game. German Nov 1914 offensive toward Lodz, Poland, attacks Russian forces in detail but massed Russian reinforcements stop them and encircle one corp which breaks out in an unexpected direction. A stalemate after game's end when German reinforcements arrive from the west. 3.2km/hex, 1day/turn. Relatively complex. D.Bolt'84 / ARTICLES ON: The Eastern Fron, Aug-Dec 1914; review of MIH's Ring of Steel; replay of VG's Ambush scenario 3; review of ADG's Empire in Arms 1st & GTD's Napoleon's Campaigns; brief reviews of Ace of Aces Flying Machines, MOORE's Operation Konrad, SIMCAN's Peloponnesian War 2nd, JERSEY Silo-14, Secret Agents, CLOSE's Hovertank.</p>							
12336	Clash of Steel #31 (w/ Mag)	n	New	Out-of-Print	0.5	\$12.00	\$5.00
<p>■ Mag & Game. Corp/army-lvl game of the entire War in the East during WWII. Uses a double-blind game system played on 2 identical maps. Includes solitaire rules. A well-designed game by an East Frong guru, but the dbl-blind idea never took off. 200 counter, 1mo/turn. K.Poulter, L.Coatney'84 / ARTICLES ON: Clash of Steel analysis of the limit intelligence system w/ examples of play; Clash of Steel Strategic Options & variant scenarios; review of GDW's Assault 1st; review of TSR Glean of Bayonets; brief reviews of SIMCAN Ortona, TSR Air War 2nd RPG Recon, Johnny Reb, Alert Force, MMM Charge to Glory.</p>							
98818	Khyber Rifles #34 (w/ Mag)	n	Mint	Out-of-Print	0.5	\$12.00 \$10.00	\$5.00
<p>1" dogear to mag cover partially torn away & repaired. Unpunched & otherws clean. ■ Mag & Game. 7 scenario game tactical combat focused on British encounters w/ fierce frontier tribesman in Afghanistan, 1870-89. Includes 100 counters, 2 geomorphic boards E.Furey'84 / ARTICLES ON: Afghanistan, Britain's imperial migraine; discussion of the start of wargaming, design & graphics in 1984; review of WEG's South Mtn with example of play; brief reviews of Overwatch Mini Rules, VG's 1809; Moscow '41; Ace of Aces variant.</p>							
46347	China Incident #37 (w/ Mag)	n	New	Out-of-Print	0.8	\$17.00	\$9.00
<p>■ Mag & Game. Div/corp/army lvl gm of the war in China before Allied entry in war, 1937-41. Japanese fight the Nationalist Chinese, while the Nationalists must limit the growth of Communist Chinese as well. One of just a very few games on the war in China in WW2, plus its a decent game! 200 counters. L.Cochran'85 / ARTICLES ON: the Generalissimo's War in China; review of WEG's Killer Angels; Clash of Steel #31 replay; review of WEG's Druid; errata for Lutzen #32; brief reviews of The Royal Navy, TSR's The Adventures of Indian Jones. Keith Poulter interviews Wallace Poulter, his son.</p>							
91063	Hell Hath No Fury #38 (w/ Mag)	n	Mint	Out-of-Print	0.5	\$12.00	\$8.00
<p>Rules separated. Otherwise mint. ■ Mag & Game. Most issues have a circular sticker with correct issue # on it. Strategic level gm of revolt thruout Britain led by Queen Boudica against the Romans, 60AD. Rebels must rally support & ambush Romans to keep initiative, while the Romans must stem the rebellion then crush the rebels. Uses a variable activation system to generate rebellios forces. Area move Cohort/band level. T.Sundell'85 / ARTICLES ON: Boudica's Revenge; Bull Run v. Forward to Richmond; review of Hitler Turns Against Russia; review of Spanish Main; Critique of House Divided 1st; Brief reviews of: Web & Starship, Escape from Colditz, Espionage, B-17; Hell Hath No errata.</p>							
98803	Fight on the Beaches #40 (w/ Mag)	n	Mint	Out-of-Print	0.5	\$15.00 \$14.50	\$7.50
<p>Cherry. ■ Mag & Game. Game of the possible German invasion of SE Britain in the fall of 1940 (Op Sealion). Operational, Btln/rgt lvl. Variable German victory objectives and variable invasion sites. 5mi/hex, 12hrs/turn, 200 counters. T.Sundell, J.Lambhead'85 / ARTICLES ON: Fight on the Beaches Designer's & Historical Notes; review of Boots & Saddles; Advanced CINCPAC variant rules for East Wind Rain 1st; extensive errata for China Incident #37, plus errata for Hell Hath No Fury #38; option rules for Unconditional Surrender #36; replay of the Holy Roman Empire #33 plus errata; brief reviews of Central Command, Overlord & Empire Builder.</p>							
12530	Fight on the Beaches #40 (w/ Mag)	n	New	Out-of-Print	0.5	\$18.00	\$10.00
<p>■ Mag & Game. Game of the possible German invasion of SE Britain in the fall of 1940 (Op Sealion). Operational, Btln/rgt lvl. Variable German victory objectives and variable invasion sites. 5mi/hex, 12hrs/turn, 200 counters. T.Sundell, J.Lambhead'85 / ARTICLES ON: Fight on the Beaches Designer's & Historical Notes; review of Boots & Saddles; Advanced CINCPAC variant rules for East Wind Rain 1st; extensive errata for China Incident #37, plus errata for Hell Hath No Fury #38; option rules for Unconditional Surrender #36; replay of the Holy Roman Empire #33 plus errata; brief reviews of Central Command, Overlord & Empire Builder.</p>							
98807	O'Connor's Offensive #41 (w/ Mag)	n	Mint	Out-of-Print	0.5	\$18.00	\$8.00
<p>Upper spine mildly dinged creating some ripples at corner of spine; otherws cherry & unused. ■ Mag & Game. Decisive British attack that routed the Italians from their positions in Egypt & the Egyptian froniter, Dec.1940, using Btl of NAFrica system begun with Decision at Kasserine. 200 counters, 4 scenarios, 2mi/hex, co/btln/rgt level. V.von Borries'85 / ARTICLES ON: the Italian Army in N.Africa in 1940 including leadership & terrain; brief bio of Gen. Richard O'Connor; review of HOBJAP's Bitter End 1st; double-blind wargames; designing when a game ends; brief reviews of VG's Panzer Command, the War in Virginia 1862-5; Hell Hath No Fury & China Incident errata.</p>							
12465	O'Connor's Offensive #41 (w/ Mag)	n	New	Out-of-Print	0.5	\$20.00	\$10.00
<p>■ Mag & Game. Decisive British attack that routed the Italians from their positions in Egypt & the Egyptian froniter, Dec.1940, using Btl of NAFrica system begun with Decision at Kasserine. 200 counters, 4 scenarios, 2mi/hex, co/btln/rgt level. V.von Borries'85 / ARTICLES ON: the Italian Army in N.Africa in 1940 including leadership & terrain; brief bio of Gen. Richard O'Connor; review of HOBJAP's Bitter End 1st; double-blind wargames; designing when a game ends; brief reviews of VG's Panzer Command, the War in Virginia 1862-5; Hell Hath No Fury & China Incident errata.</p>							
13820	MacArthur, Road to Bataan #44 (w/ Mag)	n	New	Out-of-Print	0.7	\$12.00 \$8.00	\$5.00
<p>■ Mag & Game. Btln/rgt lvl gm of Jap. invasion of Luzon, Phillipines, Winter 1941. Sml Jap. force must sieze control of a large island with its key facilities intact from an ill-equipped but larger garrison. Garish map! 300 counters, 4days/turn, co/btln/regt level. J.Green'85 / ARTICLES ON: A Tale of Two War Plans: The US & Japan in the Phillipines; strategy in Port Stanley #28; review of VG Pax Britannica; strategy for End of the Iron Dream #42; brief reviews of: GDW Arctic Front, VG Sixth Fleet; Origins '85.</p>							
13916	Rise of the House of Sa'ud #46 (w/ Mag)	n	New	Out-of-Print	0.5	\$18.00	\$10.00
<p>■ Mag & Game. 2 player game of the formation of Saudi Arabia in 1920s as multiple factions (primarily the Sa'uds & Hussains) duke it out for dominance on the Arabian Penisula. Uses a variation of House Divided system, with an area-move map & 100 counters, and a focus on fuedal leadership. R.Markham, M.Seaman'85 / ARTICLES ON: Rise of the House of Sa'ud; review of Royal Navy w/ examples of play & a little ERRATA; review of TSR WWII European Theater of Operations 2nd; review of GDW Operation Market-Garden w/ ERRATA; Variants for MB Axis & Allies 2nd, including a 1941 scenario; brief reviews of: Air Attack, AH Devil's Den; WEG Paranoia; GDW the Near East; OMEGA Ranger 1st.</p>							

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Part#	Game Title & Edition	Box	General Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtm Price
13949	Struggle for Stalingrad #47 (w/ Mag)	n	New	Out-of-Print	0.5	\$16.00	\$10.00
■ Mag & Game. Sml, div lvl, area move game of the German attempt to capture Stalingrad, Spt-Nov'42, while the Soviets cling to the rubble until the tide turns with their Uranus offensive. 6days/turn. C.Baslund'85 / ARTICLES ON: Struggle for Stalingrad designer's notes; review of Aces Hi; review of TSR's Cobra; Turn One of GDW's House Divided; replay of TFG's Battlewagon, TSR's Monty's D-Day, WEG's Air Cav.							
98812	Red Baron #48 (w/ Mag)	n	Mint	Out-of-Print	0.5	\$13.00	\$8.00
Cherry. ■ Mag & Game. Elaboration on earlier Aces Hi system depicting air-air combat during all of World War I, 1914-8. Uses a simultaneous movement system. 48 aircraft represented. J.Hind'85 / ARTICLES ON: the early use of aircraft for military purposes; review of PANTHER's Trial of Strength.							
6405	Duel in the Desert #51 (w/ Mag)	n	Mint	Out-of-Print	0.5	\$12.50	\$8.00
■ Mag & Game. Btlm/rgt/div level, dbl blind game of the war in N.Africa May'41-Nov'42. Emphasizes limited intelligence as each side has their own map & doesn't see their other's units, and is fairly simple. 30km/hex, 1mo/turn. E.Faust'86 / ARTICLES ON: Duel in the Desert & other N.Africa games; review of HOBJAP's Pacific Fleet; Hell Hath No Fury #38 replay.							
12624	Duel in the Desert #51 (w/ Mag)	n	New	Out-of-Print	0.5	\$15.00	\$10.00
■ Mag & Game. Btlm/rgt/div level, dbl blind game of the war in N.Africa May'41-Nov'42. Emphasizes limited intelligence as each side has their own map & doesn't see their other's units, and is fairly simple. 30km/hex, 1mo/turn. E.Faust'86 / ARTICLES ON: Duel in the Desert & other N.Africa games; review of HOBJAP's Pacific Fleet; Hell Hath No Fury #38 replay.							
91327	Condottieri #54 (w/ Mag)	n	Mint	Out-of-Print	0.5	\$15.00 \$9.00	\$5.00
unpunched/unused. ■ Mag & Game. Btl of Castagnaro, 1387, between Verona & Padua in Italy at grand tactical level. T.Sundell'86 / ARTICLES ON: Hawkwood, master condottiere (mercenary), a leader in this issue's game; review of QTRDK's Rommel's War; house rules for Axis & Allies 1st; additional scenarios for China Incident #37; MacArthur #44, O'Connor's Offensive #41, End of the Iron Dream #42, Fight on the Beaches #40, Struggle for Stalingrad #47, Custer's Luck #45; review of SimCan's West Front.							
64203	Condottieri #54 (w/ Mag)	n	New	Out-of-Print	0.5	\$15.00 \$13.00	\$8.00
■ Mag & Game. Btl of Castagnaro, 1387, between Verona & Padua in Italy at grand tactical level. T.Sundell'86 / ARTICLES ON: Hawkwood, master condottiere (mercenary), a leader in this issue's game; review of QTRDK's Rommel's War; house rules for Axis & Allies 1st; additional scenarios for China Incident #37; MacArthur #44, O'Connor's Offensive #41, End of the Iron Dream #42, Fight on the Beaches #40, Struggle for Stalingrad #47, Custer's Luck #45; review of SimCan's West Front.							
98799	Race for Tunis #57 (w/ Mag)	n	Mint	Out-of-Print	0.5	\$12.00 \$11.00	\$6.00
Cherry mint. ■ Mag & Game. Axis & Allied forces first meet in Tunisia, Nov-Dec'42, in a wild & uncertain environment. Co/btlm level, 1day/turn, using the Btlm for N.Africa system. 3 scenarios & campaign. D.Bolt, G.Helmer'86 / ARTICLES ON: Operation Torch, the final act; review of WEG's RAF 1st; various short reviews.							
12727	Race for Tunis #57 (w/ Mag)	n	New	Out-of-Print	0.5	\$13.00	\$8.00
■ Mag & game. Axis & Allied forces first meet in Tunisia, Nov-Dec'42, in a wild & uncertain environment. Co/btlm level, 1day/turn, using the Btlm for N.Africa system. 3 scenarios & campaign. D.Bolt, G.Helmer'86 / ARTICLES ON: Operation Torch, the final act; review of WEG's RAF 1st; various short reviews.							
12303	Clash of Empires, 1914 #58 (w/ Mag)	n	New	Out-of-Print	0.5	\$25.00	\$9.00
■ Mag & Game. Corp lvl game of the opening campaign of WW1 in the West using point-point & hidden movement, Aug-Nov 1914. 200 counters, 3days/turn. K.Anderson'86 / ARTICLES ON: The Siege of Malta in history & in the #50 game; errata for Struggle for Stalingrad #47, Condottieri #54; Variant for VG's Vietnam providing a b&w map (in pages of mag) & rules for US/ARVN blockade of the Ho Chi Minh trail in Laos; brief reviews of Delta Force, Rolling Thunder.							
100311	Fallen Eagle, Battle of Khe Sanh #62 (w/ Mag)	n	New	Out-of-Print	0.5	\$20.00	\$12.50
■ Mag & Game. Last Wargamer V.1 (3W) issue. Bitter btl for Khe Sahn, a forward firebase northern S.Vietnam, that proved to be a diversion preceeding attack on Hue, Jan-Mar 1968. Co/pltn level, 460yd/hex. P.Moore'87 / ARTICLES ON: Khe Sanh, study in confusion; Russian Front variant; RSS's Carrier Battles review, errata & optional rules; tactics in WEG Tank Leader East Front.							
XTR Games (XTR)							
37716	Back to Iraq, New Wars in the Gulf	zl	New	Out-of-Print	0.8	\$15.00 \$14.00	\$10.00
Last copy. ■ 3 scenario game covering future wars with & in Iraq in the aftermath of the 1991 Gulf War, using Desert Storm game system. One scenario covers an Iranian revenge invasion of Iraq which draws in the Western Allies. Another covers the boogiemans of renewed Iraqi aggression southward. A third depicts the neo-con wet dream, another Desert Storm to finish the job - and Hussein - for good. A simple, fast playing game with two subsequent editions by other publishers. 2days/turn, 17mi/hex, brig/div level. 352 counters '93							
91159	Wahoo!	zl	Mint	Out-of-Print	0.5	\$10.00 \$15.00	\$10.00
w/ 1 errata counter. ■ Alternative history game: the Confederates wins big at Gettysburg, largely destroying or scattering the Union Army, then drives on the largely undefended US capital of Washington for a final victory less than a week after Gettysburg. 300 counters, map of Washington, 400yd/hex, 45min/turn. R.Markham'92							
XTR: Command Magazine (XTRCmd)							
130954	Blitzkrieg '41, Barbarossa Campaign # 1 (w/ Mag)	n	Mint	Out-of-Print	0.8	\$25.00	\$15.00
Very clean. ■ Mag & Game. Strategic level game of the first 9 months of the war in the USSR in World War II. Uses same game system as Tigers Are Burning & Sunrise of Victory. Good game: simpler, fast playing yet with a reasonable amount of nuances. 45mi/hex, monthly turns, corp/army level, 200 counters. T.Bomba'89 / ARTICLES ON: the Cost of the Iran-Iraq War; Barbarossa: Misconceptions, Half-Truths, Lies & Savagery, the Big Issues; Eagle & the Bear, the Russo-Polish War of 1920; The Luftwaffe in Spain; Soviet Defensive Techniques for Blitzkrieg '41.							
102636	Hougoumont, Rock of Waterloo #11 (w/ Mag)	n	Mint	Out-of-Print	1.0	\$23.00	\$20.00
Cherry. ■ Mag & Game. Variant counter for Alexandros (1) included. Game of the French diversionary attack becomes a morass on the final day of the 3 day battle of Waterloo. Game covers the first 2 hours of the battle. Tac lvl. 25yd/hex, 10min/turn, btlm/brig level. R.Breaun, S.McEvoy'91 / ARTICLES ON: How Lessons of Malayan Emergency Were Ignored in Vietnam; Hougoumont, Rock of Waterloo; Typhus Fever & the Destruction of Napoleon's Grand Army in 1812; Japanese Attacks on the US Mainland During WWII; Hougoumont Strategy; Alexandros errata; Jutland variant with 7 scenarios; the Bozeman Trail Campaign, the Medicine Fight, 1866.							

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Part#	Game Title & Edition	Box	General Condtm	Out of Print ?	Weight (lbs)	List Our Normal Price Cash Price	Individual Liquidtn Price
16767	Blood & Iron #21 (w/ Mag)	n	New	Out-of-Print	0.8	\$19.00	\$12.50
	■ Mag & Game. Includes errata counters for Gettysburg (34), Tet '68 (6). Operational level game of the decisive btl of Koniggratz in 7 Weeks War between Prussia & Austria, July 1866, between Austria & Prussia. w/ 6 Tet & 24 Gettysburg var counters. 500yd/hex, 1hr/turn. P.Dangel'93 / ARTICLES ON: The Seven Weeks War of 1866; a revisionist thinking of the course of WW2; Counterattack at Arras, 1940; Smolensk-Yelina, blunting the blitzkrieg; Stalin & the start of Op Barbarossa; the conquest of Peru & the Incan Empire; the siege of Kut, Iraq, Dec 1915- Apr 1916.						
53041	Czechoslovakia 1938 #24 (GameOnly)	n	New	Out-of-Print	0.4 Game Only	\$12.00	\$5.00
	■ GameOnly. What if Germany invaded Czech. in 1938? Good Game.						
20714	When Tigers Fight #26 (w/ Mag)	n	New	Out-of-Print	1.2	\$17.00	\$12.00
	■ Mag & Game. Includes variant counters for Czech'38 (11), Back to Iraq 1st (6), When Eagles Fight Schlieffen East (18), Tiger of China variant (37). Larger but playable game of offensives in central China & the Burma-Indian front in 1944 as both side launch all-out offensives. 1mo/turn, 60km/hex, brig/div level, 352 counters. D.Webb'94 / ARTICLES ON: When Tigers Fight, War in Asia 1944; Fighting Nature, Insects, Disease & Japanese, the Chindit War in Burma; Killer Bs (Bombers) in China; Japan is Burning; Mysteries of Waterloo; Siege of Sevastopol 1854-5; Return to Teutoburger; Island of Death; What you Don't Know About WWII in Africa.						
26235	Warmaster Chess 2000 #49 (w/ Mag)	n	New	Out-of-Print	0.8	\$17.50	\$4.00
	■ Mag & Game. Chess board game, with counters & paper map, providing 4 variations on standard chess. Sml variant kit really, that assumes knowledge of chess itself. Includes XTR Game & Variant Index thru #48. T.Bomba'98 / ARTICLES ON: Mixed Loyalties in the Allied Forces during the 100 Days Campaign of 1815, & William, Prince of Orange, Wellington's Retreat to Waterloo (pts 1, 2 & 3); Finlan's Marshal Mannerheim; Ghazil, overview of Ottoman history; Ottoman Stalingrad, Siege of Malta 1565.						
48873	Back to Iraq 2nd / Warmastr Chess v2 #50 (w/ Mag)	n	New	Out-of-Print	1.2	\$20.00	\$12.00
	■ Mag & Game. 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 in the late 1990s. 112 counters. T.Bomba'99 / Warmaster is a stand-alone game providing yet more of those chess variants the market is clammering for... 64 counters. T.Bomba'99 / ARTICLES ON: Possibilities of a future Gulf War (careful what you hope for..!); Grant at Vicksburg; the Coming War(s) with China; Hungary, the Ottoman's second front; Operation Bruntal, genesis of Hitler's Paratroops; Camerone, the French Foreign Legions greatest battle, Mexico 1863; Westerplatte 1939.						
55097	Fire Next Time / WarMaster III #51 (GameOnly)	n	New	Out-of-Print	0.5 Game Only	\$20.00	\$2.50
	■ GameOnly. A timely look at the possibility of renewed hot war between two feuding neighbors, India & Pakistan, in the Asian subcontinent. Small div lvl game w/35mi hex, 2 day turns. T.Bomba'99 / Warmaster continues the series of chess variation (or continues to flog a dead horse). D.Elliott'99						
53051	Fire Next Time / WarMaster III #51 (w/ Mag)	n	New	Out-of-Print	0.8	\$20.00	\$10.00
	■ Mag + Game. Magazine with game. A timely look at the possibility of renewed hot war between two feuding neighbors, India & Pakistan, in the Asian subcontinent. Small div lvl game w/35mi hex, 2 day turns. 112 counters. T.Bomba'99 / Warmaster continues the series of chess variation (or continues to flog a dead horse) with another 64 counters. D.Elliott'99 / ARTICLES ON: the US Meuse-Argonne offensive, the last US WWI offensive; Brazil in WW2; Speculations on the Coming India-Pakistan War; Napoleon's First Italian Campaign, 1796-7; Poland in WW2.						
55105	Iron Dream, War in Russia 1941-2 #53 (GameOnly)	n	New	Out-of-Print	0.6 Game Only	\$12.00	\$5.00
	■ GameOnly. Corp/army level game of bulk of the first 2 years the east, Oct'41 thru Nov'42, from Leningrad to Stalingrad/Rostov. A good, simpler game of tug of war, complete w/ a reasonable number of special rules for flavor. Players fight for possession of key terrain. T.Bomba'00 / Also includes Warmaster Chess 2000, which adds yet more variants for the game no one plays (tho it isn't a bad diversion). T.Bomba'00						
53145	When Dragons Fight #54 (w/ Mag)	n	New	Out-of-Print	0.8	\$21.00	\$15.00
	■ Mag & Game. Includes Iron Dream errata & 2 errata counters. Operational/Strat level game of a hypothetical Chinese invasion of Taiwan in the near future. Brig/div level, 7mi/hex. T.Bomba'01 / ARTICLES ON: Geoffrey Pyke & the Frozen Carrier; Code Cyphers & THomas Jefferson; US Army's Apache Attack Helicopter Force; Armament of Late Model Me-109s; With Custer at Death, 1876; Patton's Hammelburg Raid, March 1945; the Russian Revolution; New Zealand's Northern War, 1844-46; the B-36 adn B-52 Bombers. Index to all Commanad articles, games, errata & variants.						

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